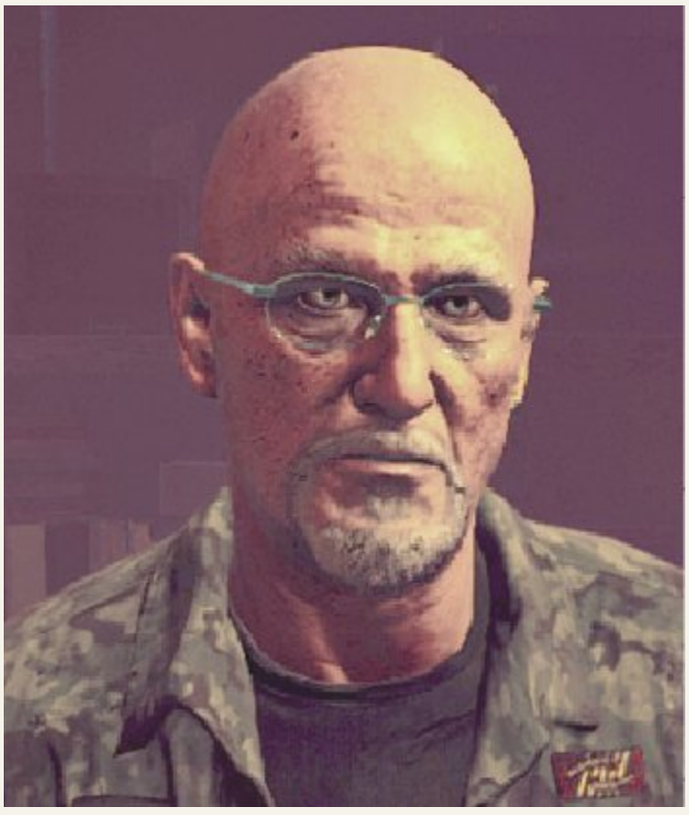
Welcome To Hope County, Montana

Overview

With the motto “Freedom, Faith and Firearms,” Hope County was a fine place to earn an honest living, find peace and solitude in the great outdoors, get away from the ever-encroaching urban sprawl, gaze up at the stars, and live free without an overbearing government or regulations. But now that the Project at Eden’s Gate cult, known as “Peggies” in these parts, has arrived, the good folk of Hope County are under attack: Backed by his siblings and an army of fanatics, the Father is quickly cultivating lost souls and preparing them for the Collapse. And leaving a lot of blood and bodies in his wake.

Richard “Dutch” Roosevelt



The voice of the Resistance, Dutch has a checkered past and a crotchety demeanor, but he is a vast source of knowledge about the cult. He wants Hope County back and is here to help you use every tool at your disposal to ensure Joseph Seed gives his next sermon from the grave.

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Welcome To Hope County, Montana

Project At Eden's Gate: The Bad Seeds

Joseph Seed: The Father

Hailing from a small town in Georgia, Joseph heard a voice telling him to "save as many as you can, whether they wish to be saved or not." He knows the **world** is headed for the Collapse. He is driven only by the Voice and the knowledge that he alone is humanity's savior.

John Seed: Herald of Holland Valley

Younger brother of Joseph, John runs a successful law practice and is adept at marketing, using the power of "YES" to coax the curious into the cult.

Jacob Seed: Herald of Whitetail Mountains

A cold-blooded Gulf War vet with a penchant for animal experimentation, Jacob is tasked with building an army of followers for his brother Joseph.

Faith Seed: Herald of Henbane River

Joseph's voice, proselytizing his message and keeping the congregation in a state of "bliss," Faith is responsible for converting people and keeping them sedated with a mix of spirituality, drugs, and music.

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Welcome To Hope County, Montana

The Holland Valley Resistance

Mary May Fairgrave

Born and raised here, life wasn't always easy, but it was good. When Mary May's parents died, the bank seized the Spread Eagle saloon, and the Project at Eden's Gate bought it for pennies. She's not going to let this stand.

Find her at Fall's End.

Pastor Jerome Jeffries

Serving in the first Gulf War and witnessing combat up close, Pastor Jerome first met Joseph ten years ago, but it wasn't long before his unorthodox worship started to worry the Pastor. Then came the lockdown.

Find him at Fall's End.

Nick Rye

All of his life, Nick has resisted the idea of going to war, especially after John Seed's aggressive attempts to buy Rye's crop-dusting business: It's time to become a true American hero (as long as his wife says it's okay).

Find him at Rye & Sons Aviation.

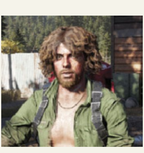
Other Holland Valley Folk

Merle Briggs (Silver Lake Trailer Park)

Boomer (Rae-Rae's Pumpkin Farm)

Special Agent Willis Huntley (Howard Cabin)

Nadine Abercrombie (Dodd Residence)

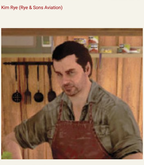


Zip Kupka (Kupka Ranch)

Grace Armstrong (Lamb of God Church)

Larry Parker (Parker Laboratories)

Kim Rye (Rye & Sons Aviation)



Casey Forman (Fall's End)

Wendell Redler (Redler Residence)

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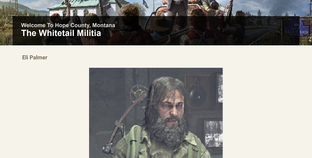


The Whitetail Militia

Eli Palmer

The leader of the Whitetail Militia, Eli struggles to keep his people alive against Jacob and his ever-growing army of converts.

Find him at Wolf's Den.

Tammy Barnes

A tough-as-nails prepper who doesn't suffer fools, Tammy is chief interrogator for the Whitetails and has a knack for getting answers from even the most hardened cultists.

Find her at Wolf's Den.

Wheaty

Wheaty is the third main member of the Whitetail Militia; a young, smart war vet with a quick wit, who wants to prove his worth and take down the cult any way he can. Joining the Resistance to help cope with a buddy's death, he becomes more devoted to the cause every day.

Find him at Wolf's Den.

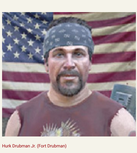
Other Whitetail Mountains Folk

Bo Adams (Bo's Cave)

Chad Wolanski (The Grill Streak)

Cheeseburger (Livers Building Supplies)

Hunk Drubman Sr. (Fort Drubman)



Hunk Drubman Jr. (Fort Drubman)

Dr. Sarah Perkins (MCA Mobile Lab)

Jess Black (Baron Lumber Mill)

George Wilson (Oberlin Picnic Area)

Skylar Kohrs (Dylan's Master Bait Shop)

Dave Fowler (Fowler's Retreat)

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Welcome To Hope County, Montana

The Henbane River Cougars

Sheriff Earl Whitehorse

Earl was elected as sheriff of Hope County because he's tough, fair, and can let the crap roll off his back when he needs to. But the work has taken a toll, leading to one divorce and a mild heart attack.

Find him at Hope County Jail.

Mayor Virgil Minkler

When Virgil heard rumors that the Project at Eden's Gate was involved in drug running, he went blind with rage. He's not going to sell out his people just to win back his job. He wants these degenerate Peggies out of the region.

Find him at Hope County Jail.

Tracey Lader

When Tracey was deemed a loose cannon by the cult and sent to be "reprogrammed," she felt the sting of betrayal. She had given the Church everything. Now she's bent on crushing them into a million pieces.

Find her at Hope County Jail.

Other Henbane River Folk

Xander Flynn (Hollyhock Saloon)

Sherri Woodhouse (Can of Worms Fishing Store)

Miss Wilhelmina Mable (Peaches Taxidermy)

Peaches (Peaches Taxidermy)

Adelaide Drubman (Drubman Marina)

Dr. Charles Lindsay (Mastodon Geothermal Park)

Sharky Boshaw (Moonflower Trailer Park)

Guy Marvel (Grimalkin Radon Mine)

Aaron "Tweak" Kirby (Aubrey's Diner)

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Training

Overview

Hope County is a dangerous place, and you want to be prepared when stalking through the cult-run lands. The following pages give you an **overview** of the basics you'll need to survive against the Peggies and everything else you'll encounter in the wild.

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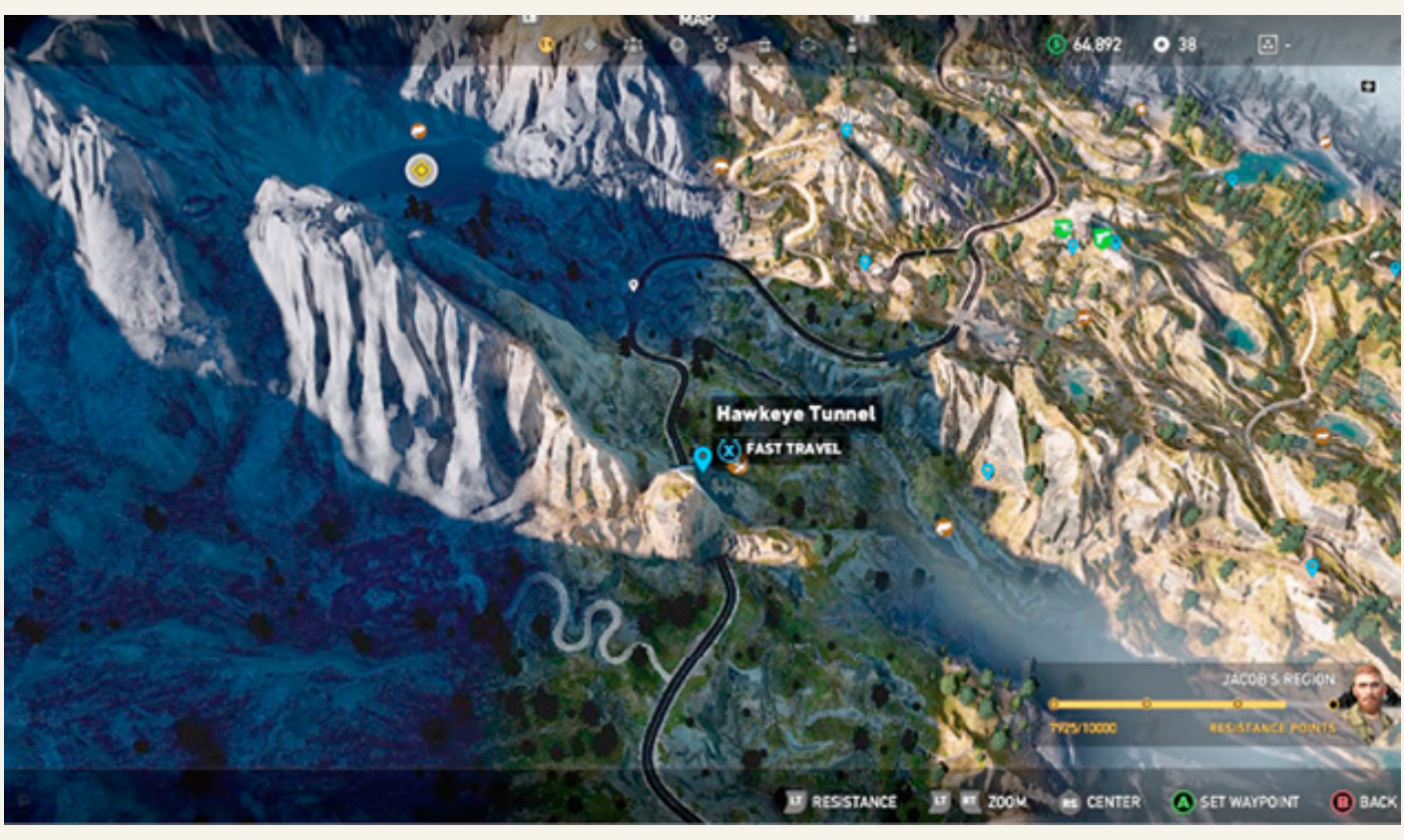
Training
Basic Maneuvers

There are many ways to navigate the three regions in Hope County. The most basic, of course, is hoofing it on your own two feet. However, this is slow and extremely dangerous, as cultists patrol the roads in **vehicles** and four-legged predators prowl the woods. That being said, the advantage to being on foot is that you can investigate all the nooks and crannies, uncovering hidden stashes of weapons and supplies that you would otherwise miss blazing by in a vehicle.

Fast-Travel

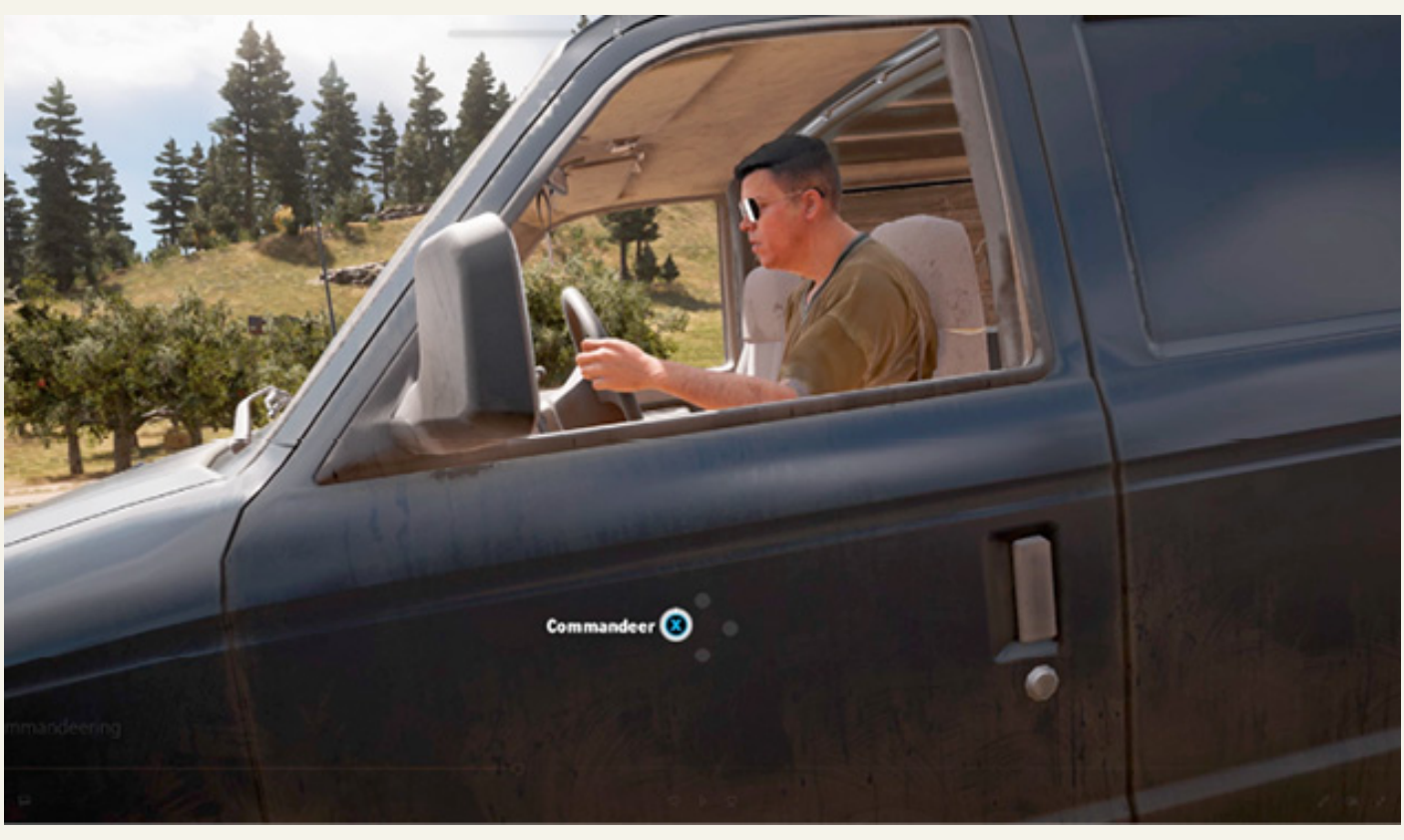


In addition to the usual **vehicles** (e.g., cars, trucks, **aircraft**, **watercraft**), which are covered in the **Vehicles** chapter, *Far Cry 5* lets you experience more unorthodox methods of travel as well. Once you discover a location, go there any time by opening the map and selecting Fast-Travel.

At the beginning, the only option you have is to teleport to the location on foot. Once you unlock the Parachute perk, you can choose that as a Fast-Travel option and drop in from above if you have the Air Drop perk. So when you jump out of an airplane, don't forget to deploy your chute. Make sure to deploy no later than 20 feet from the ground. Fail to do so quickly enough and you'll end up as a stain on impact.

The Wingsuit perk is a great addition to Fast-Travel. This alternative mode of travel for the daring lets you travel enormous distances quickly, allowing you to explore areas near your drop point.

Catching a Ride



Hope County seems to have at least one car for every man, woman, and child, and not all of them are controlled by the cultists. Some are abandoned on the side of the road, others are hidden away in **Prepper** Stashes, and still others can be purchased. Some **vehicles** can only be unlocked by completing certain **missions**.

Controlling a land vehicle is fairly straightforward: forward, reverse, steer, honk your horn, and change your radio station. In some **vehicles**, you can even control weapons. If there is no one in a vehicle, approach the driver's side and press the indicated button to enter the vehicle. Once you're in, it's yours to use. If you are traveling with a partner or have a recruited ally, you can get in on the passenger side and have them drive you around. If a vehicle is occupied, wait for it to stop, or make it stop, approach the driver, and commandeer the vehicle.

Some **vehicles** come equipped with mounted weapons. Either you or an ally can man a mounted weapon by pressing the indicated button at the back of the vehicle. This is especially useful when chasing down cultists in **vehicles** or **aircraft**. Mounted weapons are **heavy** weapons and make quick work of enemy **vehicles**.

Just like you can destroy cultists' **vehicles**, they can destroy yours. If your vehicle catches fire, get out before it explodes. You can avoid losing your vehicle by having the Repair Torch and Auto-Repair **perks**.

You can also pilot various **watercraft** and **aircraft**. **Helicopters** give you the greatest control over your ascent and descent and can land and take off almost anywhere. **Helicopters** can come with mounted **machine guns**, rockets, and flares.

Planes need a decent amount of space for takeoff and landing, they travel much faster than other modes of transport, and they are typically equipped with various types of armaments, including guns, rockets, and bombs. To deploy a bomb, enter into bomber view, which brings up a different targeting reticule beneath your plane. When the target is within your sights, drop the bomb and watch the enemy go up in flames. Once you get the Parachute perk, you can bail out of any **aircraft**—just don't forget to deploy your chute!

For more details on all the **vehicles** in the game, see the **Vehicles** chapter.

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Training

Weapon Wheel

The Weapon Wheel is a tool you can bring up at any time to view your current equipped weaponry. At the start of the game, you have access to three slots: melee, primary, and sidearm. As you progress, you gain two more primary weapons slots. To unlock these slots, pick up the Additional Holster and Weapons Collector **perks**.

Having the ability to carry additional weapons is key. The more weapons you carry that have different ammo types, the more dangerous you become. Primary weapon slots can hold any type of firearm.

The sidearm slot, unsurprisingly, can hold only **sidearms**—pistols, small SMGs, sawed-off **shotguns**, and a grenade launcher.

ADDITIONAL AMMO TYPES

Most weapons can use additional ammo types, such as armor piercing, incendiary, and explosive. Once you have the Black Market perk, you can purchase these ammo types from any shop and switch your ammo. Highlight the weapon and press the indicated button in the center of the Weapon Wheel to select your ammo. Once you close the Weapon Wheel, you load the ammo into that weapon.

The melee slot allows you to use either your fists or a melee weapon you've acquired. As you progress in the game, you'll be able to carry additional **melee weapons** as well.

In addition to the weapon slots, the bottom half of the wheel contains access to all weapons as well as throwable items, such as knives, explosives, and bait.

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Training

Utility Wheel

Access the Utility Wheel by first bringing up the **Weapon Wheel** and pressing the indicated button to switch to the Utility Wheel. Here you find your **fishing** rod, the repair torch, alcohol, oregano, and the homeopathic buffs.

You don't have access to all of these at the start of the game. You'll gain the ability to fish later on and can pick up the Repair Torch perk to fix your **vehicles**. The homeopathic items located here must be crafted. These enhance your skills during **combat**. See the **Crafting** section of this chapter for more detail.

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Training
Binoculars

It is imperative to use all your equipment to get the best possible result when encountering any group of cultists, especially at **cult outposts**. Using the binoculars lets you get a better view of the enemies before they can detect you. It also “tags” them with a red outline so that you don’t lose their position if they enter a building or move behind a wall.

Tag as many enemies as possible before engaging them. Knowing where the enemies are headed or what cover they are hiding behind is an invaluable tool when planning your **assault**. In addition, enemies can also be tagged by placing them in the sights of any scoped weapon if you don’t wish to switch to your binoculars.

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Training
Exploration

There are tons of hidden **locations** throughout Hope County, and it's well worth your time to investigate every building and hidden bunker. As you explore and talk to fellow travelers along the road and in the wilderness, you hear about special characters and **Prepper** Stashes. Exploring these locales and completing the **missions** there grants significant rewards and cash and increases the Resistance level of the current region.

Exploring the land by yourself is more of a challenge than playing with a friend online or with a favorite specialist or fighter that you've recruited. For more information on potential allies, check out the Roster chapter.

As you explore Hope County and defeat enemies, including cultists and wildlife, you have the opportunity to loot. From defeated cultists, you can scavenge weapons they have equipped, ammo for those weapons, and cash. From animals, as long as you didn't finish them off with explosives or fire, you can loot their skins to sell and their meat, if it was prey, for bait.

When exploring in or around buildings and **Prepper** Stashes, you can find backpacks and sacks of loot. These contain a variety of items, such as **crafting** materials, medkits, armored vests, and **throwables**. You also find collectibles, such as comics, Vietnam lighters, baseball cards, and Cheeseburger bobbleheads.

BREAKING AND ENTERING

Quite a few buildings have locked rooms. If you don't have the Locksmith perk, you must keep an eye out for a key to open locked doors. However, some doors can only be unlocked with keycards, so keep a sharp eye out when exploring.

You also find locked safes. There are no keys or keycards to open these. You must either pick the lock with the Locksmith perk, use the Repair Torch, or use explosives to get to the goods inside.

Whenever you near a collectible, a notification appears on the screen's left side and an icon pops up on the map. Search the area to find the collectible. You can find and grab collectibles before you initiate the mission, so don't worry about finding the mission giver before starting your collection.

There are four types of magazines in-game: Perk, **Hunting**, **Fishing**, and Foraging. Perk Magazines immediately add one Perk Point to your tally for each one you pick up. **Hunting**, **Fishing**, and Foraging Magazines reveal the **locations** for a specific animal, fish, or plant, respectively, on your map. This shows you the best **locations** at which to complete certain **challenges**.

Shops

There are several different types of shops found throughout Hope County. Here you can purchase weapons, **vehicles**, and more that you have already unlocked. You can also earn cash by selling skins, meat, and fish from your **hunting** and **fishing**. For more info on selling your catches, see the **Hunting** and **Fishing** sections later in this chapter. You can replenish ammo, sell, and buy items at all shops.

When visiting a shop, you can customize weapons and **vehicles** you own by purchasing and selecting unique skins. Shops are usually found at a Fast-Travel location, so you can easily visit them and change your loadout.

Each type of shop also sells a specific type of wares:

General Shop: Sells **outfits** and weapons

Helipad: Sells **helicopters**

Hangar: Sells **aircraft**

Boat Shop: Sells **watercraft**

Garage: Sells land **vehicles**

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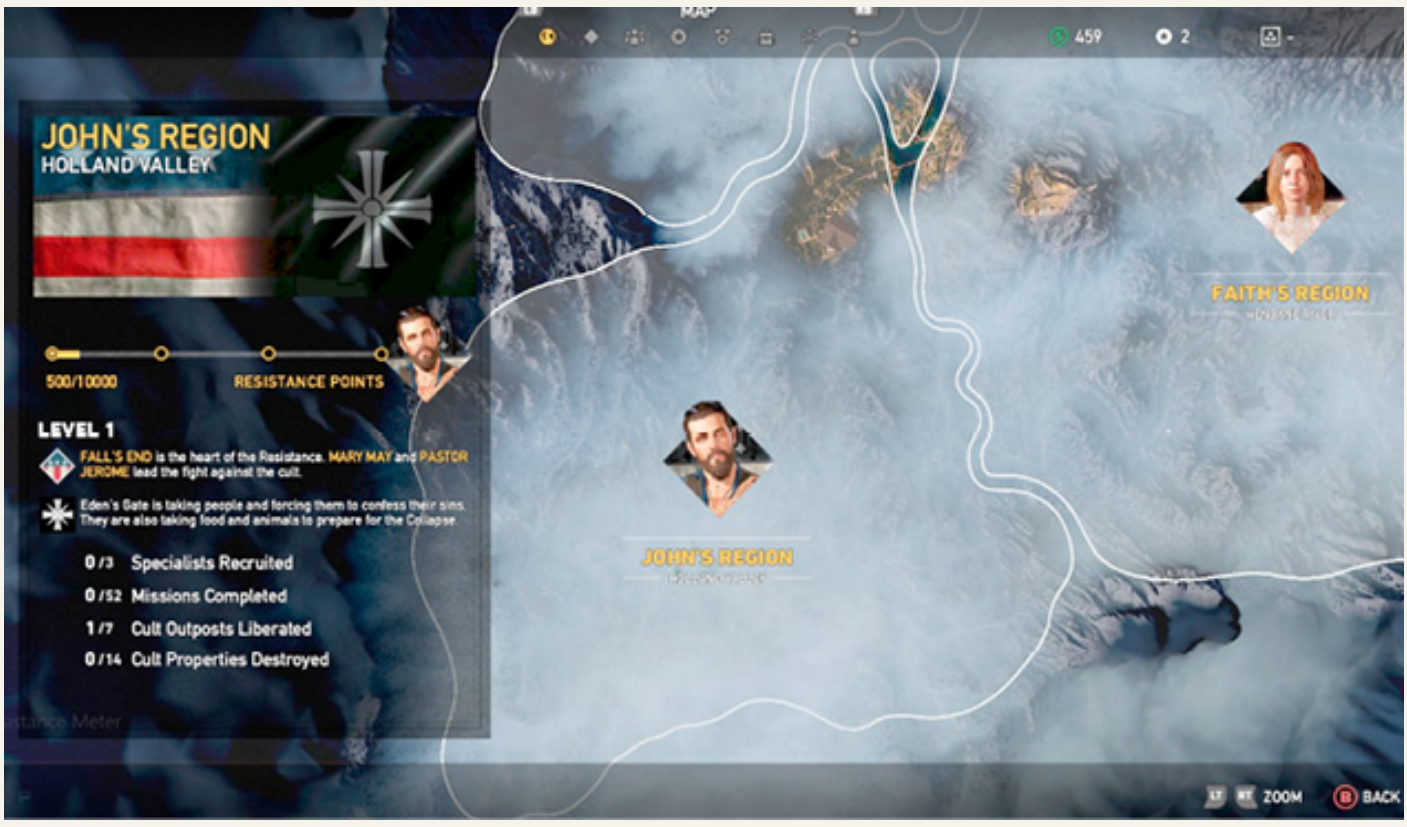
Training

Raising the Resistance


JOHN'S REGION
HOLLAND VALLEY
500/10000
RESISTANCE POINTS
LEVEL 1
FALL'S END is the heart of the Resistance. MARY MAY and PASTOR JEROME lead the fight against the cult.
Eden's Gate is taking people and forcing them to confess their sins. They are also taking food and animals to prepare for the Collapse.
0/3 Specialists Recruited
0/52 Missions Completed
1/7 Cult Outposts Liberated
0/14 Cult Properties Destroyed
459
2
FAITH'S REGION
JOHN'S REGION
ZOOM
BACK

As you travel through Hope County, helping people out, making connections, and taking down members of the Seed family, the inhabitants begin to resist the cult's oppression. The Resistance Meter indicates how well staffed and organized the growing resistance is.

There are three regions in Hope County: Holland Valley, Whitetail Mountains, and Henbane River. Each region has its own Resistance Meter. You must completely fill the meter for that region to liberate it from cult control. This culminates in a fight against a Seed family member.

There are several ways to earn Resistance Points and raise the Resistance Meter. These include completing **missions**, rescuing hostages, killing elite cultists, and destroying cult properties.

We discuss completing **missions**, rescuing hostages, and killing elite cultists in the **Missions** section of this guide. Some of the cult properties you can destroy include silos, wolf beacons, and shrines. The best way to do this is to use explosives or **heavy** weapons mounted on **vehicles** and **aircraft**. You can also blow up the cult's Bliss-carrying gas trucks and reaping trucks to put a kink in their plans and give the normal inhabitants a boost of hope.

As the Resistance level rises, the variety of enemies you encounter and their strength increase. You'll see tougher roadside blockades and better armed and armored enemies, and they start **hunting** you with planes and heavily armed vehicle convoys. Even though the enemies are tougher, you'll also see more Resistance members fighting off cultists in different **locations**. You also unlock better weapons.

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Training
Combat

There are many different ways to engage in combat while traveling across Hope County. You deal with well-armed cultists, which you can engage with either **melee weapons** or firearms, and combat escalates to a degree worthy of *Far Cry*. The Peggies bring **heavy** weaponry, armored **vehicles**, mortars, and even bombs dropped from planes to keep you from liberating the county. As if that weren't enough, even some of the wild animals you encounter have been trained and conditioned to fight for the cultists.

How you engage the enemy is dependent largely upon your preferred playstyle. You can go in hot and **heavy**, counting on superior firepower and nerve to win the day, or you can infiltrate the cultist strongholds stealthily, bringing silent death to your enemies—and several options in between.

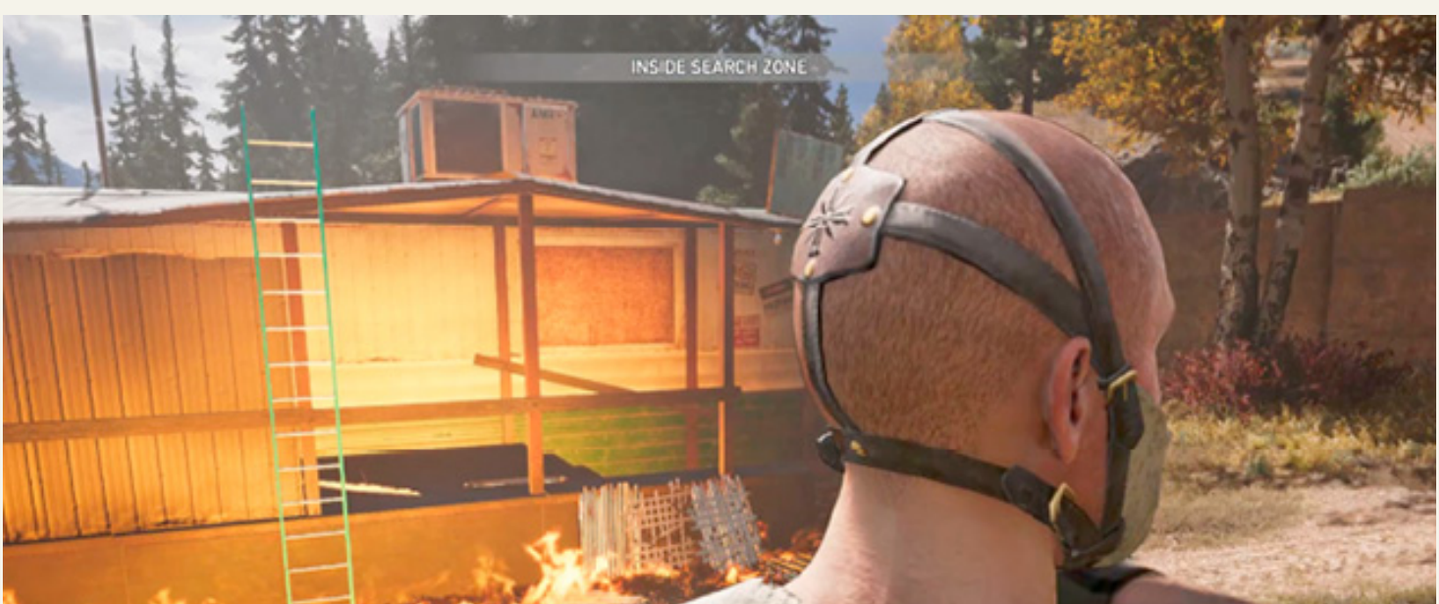
Stealth

Enemies don't know your location or even that there is a threat nearby when you first approach them. Crouch and stay out of enemy line of sight. If an enemy sees you, the Detection meter appears and will be black. As they become more suspicious of you, the meter fills up with white. The speed at which this meter fills is based on distance to the target. The closer you are, the faster it fills. Once the Detection meter fully fills to white, the target and all enemies in the surrounding area become hostile.

To avoid detection, stay out of their line of sight. This is easier to accomplish by "tagging" enemies using your **binoculars** or the specialist Boomer. Once enemies are tagged, if they pass out of your line of sight, they remain visible with a red outline. If you silently kill an enemy who is located in a patrol area, you should pick up the body and move it. This will help ensure that you remain undetected until you choose to attack.

Takedowns

Takedowns are one of the most powerful ways to defeat any enemy, whether armored or not. There are several ways to perform a takedown and do not require weaponry, although they can utilize **melee weapons**. The easiest way is to sneak up on the enemy unawares. When you are close, the onscreen indicator appears, which, if followed correctly, allows you to instantly and silently defeat the target.



Another way to perform a basic takedown is to charge an enemy by sprinting up to them before they become alerted. As you get within range, the button to perform the takedown appears. To fully utilize this skill, purchase the Takedown Mastery perk; this unlocks the ability to perform chain takedowns and increases the distance from which you can initiate a takedown.

TAKEDOWN MASTERY

Chain takedowns are a fun and efficient way to take out enemies that are grouped close together. The Takedown Mastery perk opens the possibility for chain takedowns, pistol takedowns, and melee-throw takedowns. For more information, see this perk in the Perks chapter.

Melee

Melee is the most straightforward and dangerous way to combat enemies. The only thing you need is some combat armor for survivability and something to swing at the enemy, even if it's your fists. If you want to have a straight-up brawl with the cultists, be prepared to dodge their knockdown attempts—if it hits, you will be vulnerable for several seconds. Avoid fighting heavily armored cultists and aim for the head!

Most **melee weapons** are relatively similar, as far as function and stats. However, once you unlock the spiked bat, you have a powerful melee weapon on your hands. The Close Combat Mastery perk makes your **melee weapons** more sturdy and efficient and is a must-have for anyone who prefers to fight up close and personal.

Firearms

There is no shortage of firearms in Hope County. They come in a wide variety, and most of the weapons you use fall under this category. Whether you prefer pistols, **shotguns**, **rifles**, or **heavy** weapons, there is a perk for everything. These weapon-specific **perks** typically increase the ammo for that weapon or decrease the reload time and it improves your aim. Before spending your points on one of these **perks**, test out each weapon type to see which ones you enjoy the most.

All firearms can be fired either from the hip or aimed. When you fire from the hip, your targeting reticle is less precise, but you maintain decent movement speed. When you aim, your movement speed is reduced, but your precision is increased. An optimal way to move from cover to cover is to bring up aim when you need it, fire, drop it quickly, and keep moving; staying in aim view all the time leaves you vulnerable to attacks since it reduces your field of vision.

Firearms come in many varieties, and each type has a range at which it is most effective. A rough estimate of distance is as follows: short range is 0 to 15 feet, medium range is 15 to 45 feet, long range is 45 to 100 feet, and extreme range is anything over 100 feet.

Sidearms: Short to medium range

Shotguns: Short range

Submachine guns: Short to medium range

Rifles: Medium to long range

Sniper rifles: Medium to extreme range

Machine guns: Short to medium range

Flamethrower: Short range

Bows: Medium to long range

Launchers: Short to long range

It is very important to know your weapon, because each weapon type has a wide variance in stats, such as accuracy, range, rate of fire, and reload speed. For a detailed look at the available weapons, check out the **Arsenal** section in the Appendices.

Throwables and Launchers

Explosives, which include the grenade launcher and the rocket launcher, come in a variety of packages. Most of the ones we discuss here are the kind you throw or place in the environment. Explosives are extremely lethal to any enemy you fight, and they can hurt you, too, if you are too close to them when they detonate.

Both remote and proximity explosives are best used for laying traps for enemies. This is an especially good tactic against heavily armored vehicle convoys. Grenades, dynamite, and pipe bombs are great for taking out armored cultists or for quickly destroying a cultist vehicle when it stops to unload its troops. Since explosives are so powerful, you have an extremely limited quantity of them, so craft up to your maximum amount before engaging in any encounters. This way you also don't waste any **crafting** materials you may find if you are maxed out when looting bodies.

At some point during your trip in Hope County, you will be swarmed with **aircraft** trying to perform strafing or bombing runs on your position. The easiest way to destroy these **aircraft** is with a launcher.

Smoke grenades are great for covering your position and making it harder for enemies to target you. However, the effect doesn't last long, so be sure to find cover or move in to eliminate your target before it dissipates.

Using bait is an interesting way to kill or distract cultists. You collect bait by **hunting** animals. Simply throw the bait near the cultist when a predator is nearby, and it charges the closest target, creating massive carnage.

While not as flashy as explosives, or as amusing as bait, throwing knives are extremely lethal if the enemy is not wearing an armored helmet. A headshot with one of these knives will instantly and silently take down a target, allowing you to remain undetected.

Mortars and Mounted Weapons

Mortars are scattered throughout Hope County, but typically near **cult outposts**. These are extremely dangerous weapons in the hands of the enemy. Luckily, whenever a mortar is being fired on your position, a bomb indicator flashes in the center of the screen. If you see this, you are in the blast radius and must quickly find cover. The best way to avoid mortar fire is to recon the area and quickly take out any enemies manning that position. If you move up to a mortar emplacement, you can man the position and aim the weapon in any direction you wish. Note that when firing a mortar, you must lead your target by at least a few seconds, as the round launches into the air, then drops into the targeted location. This weapon is only really effective at long range and is hard to master. However, if you are close to the target, it's good enough to eliminate the target, as the blast radius is quite large.

Mounted weapons are fully automatic **machine guns** that have infinite ammo. If the cultists approach in a vehicle or **watercraft** with a mounted weapon, take out the gunner in the mounted weapon position first, as they are far more lethal than any other cultist.

If you are behind a mounted weapon, note that even though the ammo is infinite, the weapon can overheat if fired too long, and it requires a significant cooldown before it can sustain long periods of fire again. However, this weapon can take down any cultist quite quickly, whether they are armored or not. In fact, if you are short on **launchers**, this weapon type can even down **aircraft**.

Finally, there are the weapons available to you in certain **aircraft**. At the very least, each weaponized **aircraft** has powerful automatic **machine guns** that can devastate any living target unfortunate enough to be caught in the line of fire. Some **aircraft** additionally carry either bombs or missiles, which are excellent for taking out **vehicles**, other **aircraft**, or closely packed groups of cultists. If you are piloting one of these **aircraft**, be on the lookout for cultists that carry **launchers**. Prioritize these targets as well as mounted-weapon positions, since they can take down your **aircraft** quickly. If you have fast enough reflexes and you see the rocket coming, strafe to the side to avoid certain death.

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Training

The Bad Seeds: Know Your Enemy

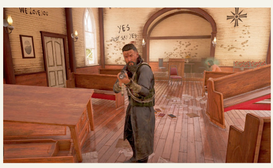
There are a variety of enemies that you encounter while trying to take down the Seed family and their army of cultists. You can use any weapon to kill a cultist, though some are better than others. Every enemy in the game is defeated the easiest by using a high-powered sniper rifle from a distance. However, this is not always an option. This section gives you a brief description of the enemy and the best ways to defeat them if they engage you.

Cultist

This enemy has a lot of variety in the equipment they wield. You will see cultists with melee weapons, pistols, SMGs, shotguns, rifles, and sniper rifles. However, each of these weapon types are of the lowest quality. A cultist has no armor and is vulnerable to any weapon, especially if you score a headshot. This enemy type typically shows up in large numbers and is the most frequent enemy you engage.

Armored Cultist

These are the same as cultists in every way except these guys wear some armor underneath those sweet trench coats. Small-arms fire has little effect on this enemy if you are aiming for the body. The good news is they don't wear helmets, so go for a headshot to avoid wasting a lot of bullets.



VIP Cultist

Each region has its own VIP cultist, and they are all extremely tough. They usually engage in melee and prefer to blast anyone opposing them, and their accuracy is better than your average cultist. If you get too close, this enemy knocks you down, so avoid that unless you are going for a takedown. Aim for headshots or use shotguns if they are in close range to you. If you defeat a VIP, you are awarded a small amount of Resistance Points for the region you are in.

Cultist Heavy

These cultists come prepared for battle. Not only do they wear exceptionally strong armor, but they also wear a helmet, making headshots difficult. If you have a powerful enough rifle, several headshots will knock off their helmet, allowing you to perform a final headshot, finishing them off. They also come equipped with a machine gun, which will kill you quickly unless you are behind cover. The easiest way to defeat these guys is with a takedown, but that requires stealth or surprise. Otherwise you need to either use explosives or a machine gun, such as the M60 or M249.

Cultist Flamer

This enemy packs a flamethrower and is just as tough as the heavy in health and armor. They also come equipped with a helmet, so you can forget about easy headshots. If you don't get in close range, their weapon is not a threat to you. However, once they start burning up the area, the flames consuming the environment can trap you, so be aware of your surroundings. Silent takedowns are the best way to defeat this enemy. If that is not an option, you should either use explosives or concentrate fire on their fuel tanks, which are strapped to their back. Be careful, because once that tank goes, the explosion can damage and even kill you, not to mention the fire that will spread from such an explosion.

Hunter & Sniper

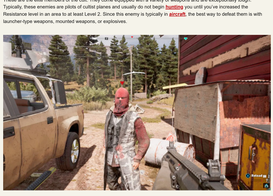
The cultist sniper and hunter prefer to use high ground or cover to shoot unsuspecting targets with deadly aim. Unlike the sniper, who attempts to shoot you using the easily identifiable laser sight from the AR-D, the hunter uses stealth and a composite bow to inflict massive damage from a safe distance. Your first priority is to find these enemies—scan the area using your binoculars or employ Boomer's special ability. This allows you to tag enemies easily, even more so if you use Boomer. Hunters and snipers have very little armor so, once you locate them, it is relatively easy to dispatch them using your preferred weapon. While hunters are slow to reload, snipers are not, so you must use caution when fighting these deadly foes.

Launcher

These cultists are typically found at cult outposts and on high ground. They should be your priority target when you start dispatching enemy groups. If you are assaulting an area with any type of vehicle, but especially aircraft, these enemies can be quite lethal, as it is much harder to identify them when you are high above them. The good news is that they don't wear any armor and can be killed with any type of weapon—just don't let them catch you off guard.

Chosen

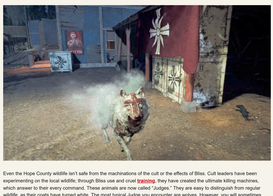
These are the elite members of the cult. They come equipped with a variety of weapons and are exceptionally tough. Typically, these enemies are pilots of cultist planes and usually do not begin hunting you until you've increased the Resistance level in an area to at least Level 2. Since this enemy is typically in aircraft, the best way to defeat them is with launcher-type weapons, mounted weapons, or explosives.



Angel

People who don't willingly join the cult are indoctrinated with the Bliss. The drug has caused them to ignore pretty much all pain, making them extremely hard to put down unless you use headshots or shotguns. Angels only use melee weapons and will swarm you in large numbers. There is a quest in Henbane River that allows you to upgrade your bait to also attract Angels. This is a great way to distract and move them all to a single area, making them a prime target for explosives.

Judges



Even the Hope County wildlife isn't safe from the machinations of the cult or the effects of Bliss. Cult leaders have been experimenting on the local wildlife; through Bliss use and cruel training, they have created the ultimate killing machines, which answer to their every command. These animals are now called "Judges." They are easy to distinguish from regular wildlife, as their coats have turned white. The most typical Judge you encounter are wolves. However, you will sometimes come across their failed attempts to create Judge bears, cougars, and moose. These failed experiments can only be encountered through missions, are extremely deadly, and have a unique appearance setting them apart from normal Judges. The best way to defeat these abominations is with heavy weapons fire from either machine guns or shotguns, preferably from a safe distance.

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Training
Perks

Perks are powerful tools for improving your character and ensuring you are prepared to overcome any obstacle as you journey across Hope County. **Perks** enhance skills you already possess or grant you new abilities. The only way to gain **perks** is to accrue Perk Points. Earn these by completing **challenges** and finding perk magazines in **Prepper** Stashes.

The **Perks** menu lists the available **perks** and their costs. Most **perks** can be unlocked in any order. However, some require you to complete a mission, defeat foes, or unlock specialists. As you accrue Perk Points, select the perk you want to unlock and spend your points to gain that skill.

Your playstyle will greatly influence which **perks** are most desirable to you. You can select those **perks** that affect, say, your favorite weapons or **guns for hire**. However, there are certain **perks** that greatly enhance your survivability and ability to explore Hope County, no matter your playstyle.

For more detailed information regarding **perks**, see the **Perks** chapter. For recommendations on the best **perks** to pick first, see the **Getting a Head Start** section at the end of this chapter.

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Training
Challenges

Challenges are tasks that earn you Perk Points, which you can use to improve your character. For the most part, you complete **challenges** with little extra effort as you navigate through Hope County, but they are an important means to strengthening your character through **perks**. All **challenges** are listed in the **Challenges** menu and in the Appendices.

Challenges are divided into four categories:

- **Assault:** These **challenges** all revolve around killing enemies in various ways and with each weapon type. Some **challenges** even require you to run enemies down with **vehicles**. While you may gravitate toward using certain favorite weapons, if you don't diversify, you won't get the full benefit that completing **challenges** provides.
- **World:** This is the smallest Challenge category and includes things you do during the course of the game, like time spent playing Co-op and rescuing civilians.
- **Guns for Hire:** Your allies get their chance to pull their own weight here when your specialists or fighters gain kills.
- **Hunting:** Skinning various animals and catching different types of fish complete these **challenges**.

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Training
Hunting

Hope County contains a variety of critters for the aspiring hunter to bag. **Hunting** allows you to complete certain **challenges** that earn you Perk Points with which to improve your character. You also loot skins and meat. Animal skins are very valuable and a quick way to increase your cash. Selling skins is a great way to purchase equipment and **vehicles**, vastly improving your odds of survival. Meat can be used for bait to lure predators to attack your enemies.

The only thing you need to start **hunting** is a weapon, which you have at the beginning of your journey. Moving through **hunting** grounds reveals what types of animals can be found in that location. You can also discover specific **hunting** grounds by finding **hunting** magazines throughout the **world**, which reveals the **locations** on your map. This is important for quickly completing **challenges** or **missions** requiring you to kill or skin a certain number of a particular animal.

Although you can hunt with any weapon, some weapons are vastly superior to others when **hunting** large game, such as **sniper rifles**, composite **bows**, and LMGs. Other weapons, such as those with an explosive or incendiary component, shouldn't be used for **hunting**, as it damages the skins and ruins the meat.

Hunting can be far more dangerous than **fishing**, as unlike fish, some animals have the means to fight back. Animals are divided into predator, defensive, and prey. Prey animals, which flee as soon as you attack them, are best taken down in one shot with a high-powered rifle before they can run away, to avoid a long chase.

Predator and defensive animals attack when fired upon or when you get too close to them. These animals are quite powerful and can quickly take down the most seasoned hunter if you're taken off guard.

Most large predators, such as bears, will not be taken down in one shot. Whenever possible, take your first shot from a distance so that you have ample time to follow up with more damage before they can reach you, knock you down, and wreak their revenge. If your target is too nearby for this tactic, switch to a high-powered, fully automatic weapon to quickly dispatch them before they can tear you apart.

Once you take an animal down, you can collect any meat and skin it, as long as you didn't ruin it with incendiary or explosive ammo or weapons.

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Training
Fishing

One of the more relaxing ways to gain Perk Points and improve your character is fishing, so grab your rod and hit up the nearby streams, lakes, and ponds. There is a great variety of fish in Hope County, and catching a certain amount of each type of fish completes **challenges**, which grants you Perk Points to spend.

To get started fishing, talk to Skylar at the border of Whitetail Mountains at Dylan's Master Bait Shop. Once you help her with her Tools of the Trade mission, she gives you a fishing rod, takes you to a nearby fishing hole, and teaches you the basics of fishing.

Use the **Utility Wheel** to select a fly and then cast your line into a suitable fishing hole. Occasionally reel in your line to make the fly more attractive to the fish. Once you hook a fish, begin reeling it in. To tire out fish, you need to rotate between moving your line in the opposite direction it is trying to swim, reeling it in, and giving it some slack when the tension line turns red. If you keep reeling when the tension line is red, your line will snap and you'll have to cast again. Once you get the fish close enough to shore, finish reeling it in to bag your catch before it regains its strength and swims away.

FISHER KING

Some fish are designated as hard and require a master fisherman to reel in. To land these, you need the Fisher King perk to gain access to more attractive flies. If you master your rod and reel, you may even be able to catch the legendary fish, the Admiral.

Moving near bodies of water, or fishing there, reveals what types of fish can be caught in that location.

You can also discover specific fish **locations** by finding fishing magazines throughout the **world**, which reveals the **locations** on your map. This is important for quickly completing **challenges** or **missions** requiring you to catch specific types of fish.

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Training
Crafting

While fighting the Peggies, you can create many useful items via crafting, such as explosives and homeopathics. There are several **missions** that reduce the required number of components for craftable items.

When you're exploring the civilized areas of the **world**, you will find crafting components such as fasteners, blasting caps, casings, and nitro. These allow you to create explosive devices, such as remote and proximity explosives, dynamite, and Molotovs. These explosives are extremely useful when preparing ambushes or destroying heavily armed **vehicles**. These are fast to craft and can be cobbled together on the fly while engaged with enemies. However, it's a good idea to be stocked up before you start an encounter. In order to craft, make sure the item you wish to craft is highlighted in the **Weapon Wheel** and hold down the indicated button to quickly create one of the desired items.

When you are out in the wilderness, you can forage many of the ingredients for homeopathics. The exception to this is Bliss Oil, which is found on defeated cultists or Angels and sometimes in loot stashes. Homeopathics greatly improve your physical **combat** prowess. To see the required ingredients for these concoctions, see the **Arsenal** section in the Appendices.

AARON "TWEAK" KIRBY

Tweak may be high strung, but he knows his chemistry. In Prosperity, just southeast of the Hope County Jail in the Henbane River region, Tweak has created an obstacle course through which he has been able to hone the effectiveness of the drugs. If you complete these courses in the required time, he teaches you how to reduce the crafting materials required for these specific homeopathics.

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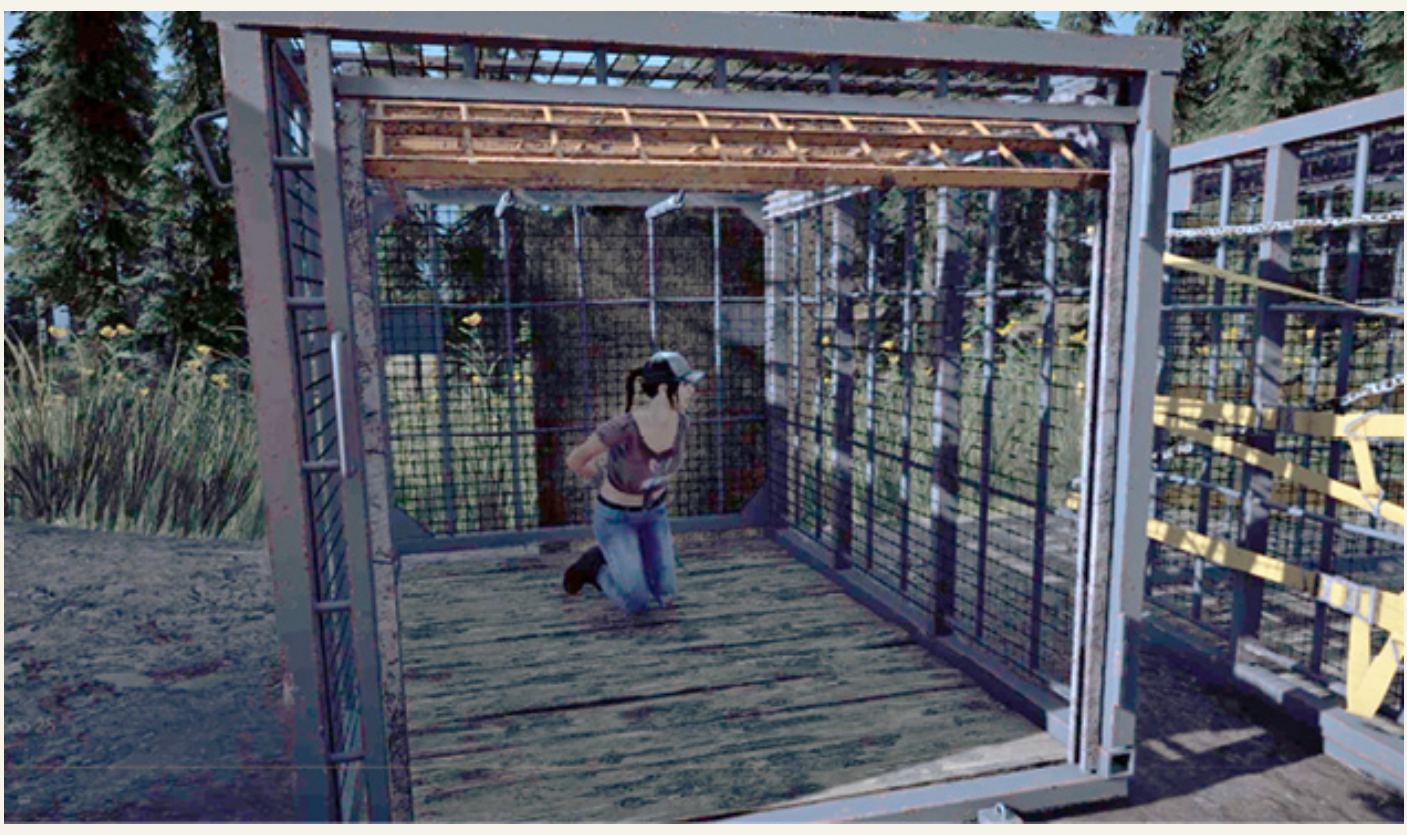
Training

Cult Outposts

Cult outposts are typically important community **locations**, such as farms, auto shops, or other places of industry, which house a large number of loyal cultists. You'll know you're getting close to a cult outpost when you begin hearing the Seed family propaganda being broadcast over loudspeakers. You will also see large antennae around the buildings. These antennae are alarms that allow the cultists to call in reinforcements if they detect any suspicious activity.

Outposts offer some of the most thrilling encounters in *Far Cry 5*. The rewards for liberating an outpost are money and Resistance Points, and sometimes it unlocks special equipment or **vehicles**. The amount of money you can earn from liberating an outpost depends on how well you liberated it. You gain bonus income if you liberate an outpost without being detected, disabling all the alarms, and if the region is already liberated. There are numerous ways in which you can liberate an outpost, but all of them involve defeating every cultist in the area.



When liberating outposts, you will likely see animals or people locked in cages and Resistance members bound or under guard. Freeing animals from cages while undetected causes them to attack their former captors, causing chaos and granting you a tactical advantage for a surprise attack. Freeing Resistance members or hostages grants you Resistance Points and a temporary ally in your fight against the cultists until you clear the outpost. Don't miss out on this easy opportunity for Resistance Points.

Once you liberate an outpost, it becomes a Resistance stronghold, which offers a general shop where you can purchase weapons and restock your ammo. Some outposts allow you to purchase **vehicles**, **aircraft**, and **watercraft**. Additionally, the Resistance members that now occupy this area always offer new **missions** to further assist them in building the Resistance.

The Assassin

If you want to get the maximum value for liberating an outpost, this is the route you should take. Playing in this way requires you to recon and tag as many enemies as possible to get a lay of the land. Watch for patrol paths, and when you find your opening, disable any and all alarms (between one and three). After you disable the alarms, dispatch enemies with silent takedowns or silenced weapons. Be sure to move any enemy body that is along a patrol path or in the open to avoid alerting their comrades. The Cult Outpost chapter shows you specific routes for doing this.

The Saboteur

Assaulting an outpost in this manner usually involves lots of explosives. It is still advisable to tag as many enemies as possible and recon the area for any **vehicles**. If properly planned, you can plant remote and proximity explosives in enemy patrol paths to inflict the maximum amount of carnage immediately. Once the explosions start, destroy any remaining alarms before the few remaining cultists attempt to activate them. After the initial chaos, finish off the cultists with your preferred firearm, making for a quick liberation. Keep in mind that this tactic requires precise timing and proximity awareness to your own explosives so you don't blow yourself up in the process.

The Soldier

The least complicated way of liberating an outpost is to simply run in, guns blazing. While this method doesn't require any planning, it does require you to use cover to avoid a lot of enemy fire. Prioritize enemies based on the types of weapons they are wielding. Eliminate **heavy** and launcher cultists first, as they are the greatest threat. Shoot the alarms, and kill any cultists running toward them so you don't have to deal with reinforcements.

However, it is highly unlikely that you will stop them all from activating an alarm if there are more than two alarms. Don't attempt this tactic unless you have armor and a decent amount of medkits in your supply.

The Bombardier

Perhaps the most exciting way to liberate an outpost is to use superior firepower from the air. Your only concern should be cultists with **launchers** or those using mounted weapons. Once you eliminate these threats, the rest of the cultists fall to your high-powered **machine guns**, missiles, or bombs, depending on which **aircraft** you're using. Don't concern yourself with the alarms being triggered, as any reinforcements that roll up can be quickly destroyed before they can even exit their **vehicles**.

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Training

Play Styles and Loadouts

Far Cry 5 offers a variety of playstyles and **perks** to support them. We recommend that you experiment with the weapons and **perks** that are most suited to your preferred methods. The following list provides a few sample loadouts suited for certain playstyles. For details on the recommended **perks**, see the **Perks** chapter.

- **Stealth Assassin:** The stealth route allows you to get in close for the silent takedown, break into rooms and safes without the need for keys, and generally move undetected. To achieve this, consider the following **perks**: Nimble Fingers, Sneaky Sprint, Takedown Mastery, Locksmith, Ghost, and Saboteur.
- **Sniper:** This loadout lets you take down cultists from extreme range with little danger to yourself. In addition, it grants you special ammo to take out those hard-to-kill targets. For this build, pick up the following **perks**: Rifle Mastery, Black Market, Primal Mastery (if you prefer **bows**), Rifle Ammo Bag, and Special Ammo Bag.
- **Recon:** Using this loadout grants you a tactical advantage from knowing every enemy's location. It also allows for alternate quick-travel methods and the ability to silently get into most **locations**. The best **perks** for this build are Human Fish, Parachute, Wingsuit, Rifle Mastery, Rifle Ammo Bag, Sneaky Sprint, Locksmith, and Ghost.
- **Tank:** If you like walking right into the middle of a fight and being the last one standing, this build is for you. This loadout allows you to absorb more damage and have the necessary equipment to handle any situation. Health Boost 1 and 2, Weapons Pro, **Heavy** Weapons Mastery, Repair Torch, Auto-Repair, Throwback, Additional Holster, and Weapons Collector.

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Training

Getting a Head Start

Hope County is a dangerous place, and you want every advantage you can get against the cultists. The following tips give you a quick head start in your battle against the cult.

Sweet Rides

To make your journey through Hope County easier, you need to find a good vehicle, preferably one that is well armed. There are two good choices you can get in the early game: the Death Wish and the Widowmaker. Unlock both by completing **missions** in Holland Valley.

The Death Wish has been heavily modified with a mounted, fully automatic machine gun. Anyone who mans this gun can swiftly mow down even the strongest cultists in your path.

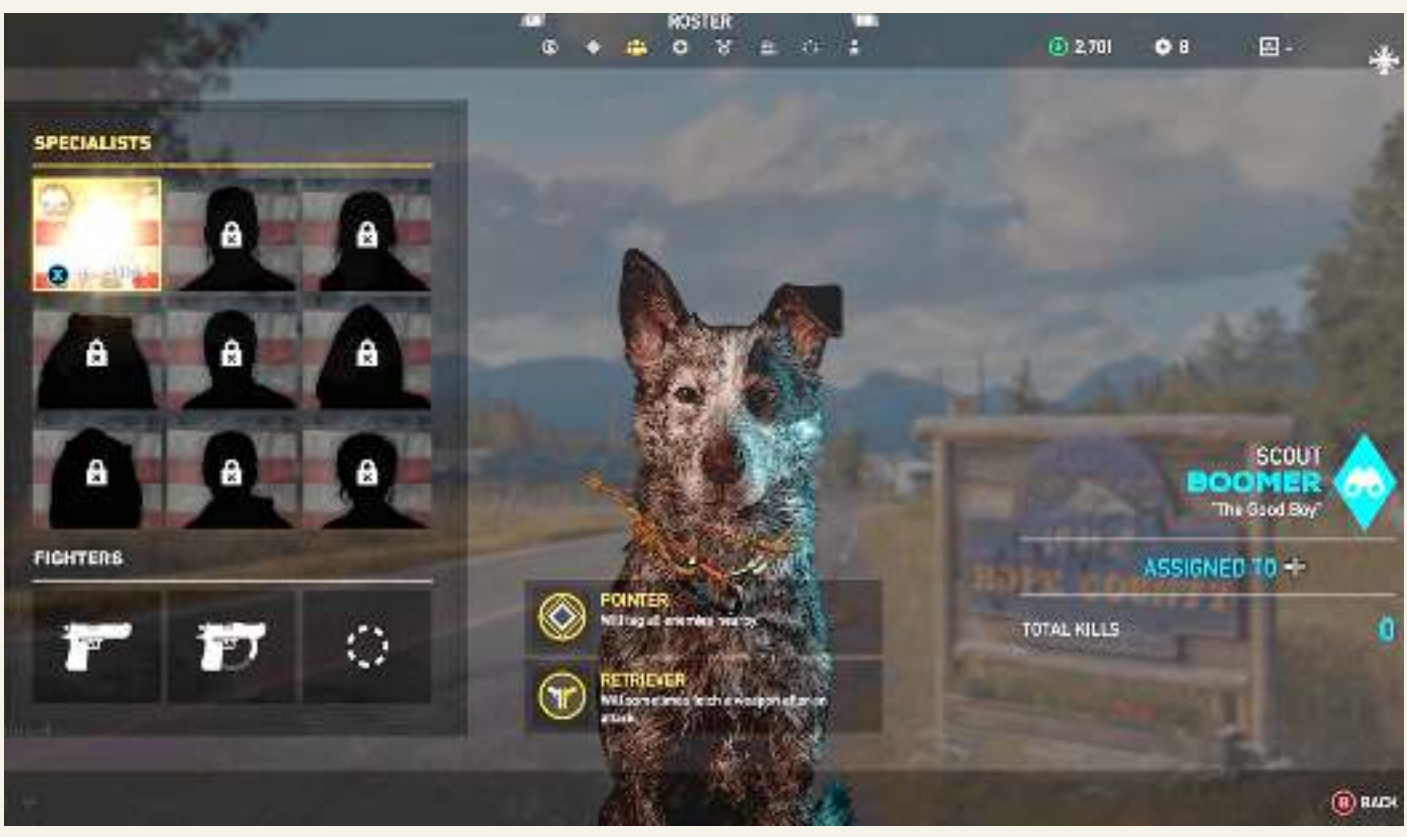
To claim this vehicle, head to the Silver Lake Trailer Park. Rescue Merle from the cultists there and then speak to him. This starts you on a mission chain that eventually leads you to the Death Wish mission, culminating at **U.S. Auto**, just north of Fall's End.

The Widowmaker is a hulking big rig, complete with a flaming paint job and twin mounted **machine guns**, which the driver can control. This diesel can destroy most **vehicles** and cultists with ease. Whether you're using the guns, or the full force of its ramming power, nothing can stand in its way.

To add this vehicle to your stable, travel to Fall's End in Holland Valley and speak to Mary May, the daughter of the man who used to own the Widowmaker. You must liberate the Widowmaker from the hands of the cultists, smashing your way through all their roadblocks to return it to its rightful owner.

Friends in Need

Picking a specialist is an important part of your journey through Hope County. The first specialist you should get on your team is Boomer, located at Rae Rae's Pumpkin Farm in Holland Valley. Boomer's ability to tag hidden enemies makes **combat** with the cultists much more manageable.



Prepping for the "Endtimes"

Though you don't have a lot of Perk Points early in the game, it is wise to spend them on Parachute, Wingsuit, Grapple, Locksmith, and Additional Holster early in the game. These **perks** allow you to access most **locations** and **Prepper** Stashes. Additionally, you can open safes, greatly increasing your income. Being able to carry an additional primary weapon slot makes encounters much easier to overcome, since you have more options available to you. All of these **perks** are cheap, with the exception of Additional Holster, which should be prioritized.

You Can't Make a Scene without the Green

Money makes the **world** go 'round and Hope County is no exception. Cash allows you to purchase weapons, weapon attachments, specialized ammo, **vehicles**, and even **outfits**. The best way to earn cash is by completing **Prepper** Stash **missions**, selling animal skins you've hunted or fish you've caught, and liberating outposts without being detected or raising alarms.

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For Hire Roster

Overview

When traveling through Hope County, you encounter many people and animals who wish to join you in the fight against the Peggies. These characters are categorized as *specialists* and *fighters*. Having one of these companions with you can often mean the difference between life and death.

Specialists appear on the map with a radio message when your cursor hovers over their location. They are typically tied to story **missions** or to liberating a certain location. Specialists come with two abilities that are extremely powerful and unique to that individual and to the specific situation. Recruit them based on your preferred playstyle and your current needs. There are three specialists in each region of the map, for a total of nine.

Fighters are found all over Hope County by liberating outposts, being freed from capture, or just patrolling through the wilderness. Fighters also have two random abilities that unlock by killing enemies; these can be quite strong if you invest the time with them. You can recruit up to three fighters at any one time and summon whichever one is most useful or if one of your other **guns for hire** is resting. At the beginning of the game, you are only able to recruit fighters to help you with your fight against the Peggies.

In **combat**, specialists and fighters following you engage any enemies you are already fighting. However, you can direct them to attack specific targets or move to specific areas to override their normal behavior. If one of your followers is defeated in **combat**, they are not permanently dead. They simply need time to heal and cannot be summoned again until their cooldown timer is up. Putting points into the **Leader** perk tree can reduce this cooldown and allow you to summon another follower in your squad. In addition, your follower can revive you if the enemy strikes you down, making them essential companions.

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Guns For Hire

GRACE ARMSTRONG	
Characteristic	The Sharpshooting Hero
Class	Sniper
Location	Holland Valley—Lamb of God Church
ABILITIES	
Boom Boom	Her sniper shots will scare enemies.
Friend Sight	Her laser sight is easier to distinguish.

Grace Armstrong is an excellent sniper with a powerful rifle that can one-shot most cultists. Use her for taking out especially hard-to-reach enemies, like snipers or cultists with RPGs. Note that her attacks come slowly, so she is vulnerable to melee cultists and predators.

Grace is found at the Lamb of God Church in Holland Valley. Approaching the church and clearing out the cultists surrounding it begins the mission, Grace Under Fire. Once you climb atop the church, you are required to help Grace protect three mausoleums from cultist attacks. After you defeat the cultists and ensure at least one mausoleum remains intact, Grace joins your team as a gun for hire.

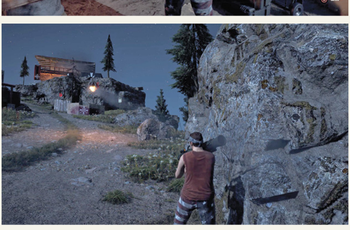
NICK RYE	
Characteristic	The King of the Skies
Class	Pilot
Location	Holland Valley—Rye & Sons Aviation
ABILITIES	
Bomb's Away	You want a bomb? He'll drop it.
Light 'Em Up	You want a strafing run? Look out.

Nick Rye supports you from the sky in his plane Carmina and is only useful in open areas. His strafing attacks and bombs are devastating, especially to vehicles, but have a significant delay after each attack as he circles back around. Nick is weakest against Chosen fighter planes and mounted weaponry. Do not summon him when your fight takes you into heavily wooded or indoor locations.

Nick Rye's mission begins when you go to Rye & Sons Aviation and defeat the cultists attacking his home. He asks you to head to Seed Ranch and retrieve his plane. After you clear John Seed's Ranch in Holland Valley and get into the yellow plane located inside the hangar, Nick asks you to use it to destroy some of the cultists' property before landing the plane at Rye & Sons. Once you secure his house and his hangar from the cultists, Nick joins your team as a gun for hire.

HURK DRUBMAN JR.	
Characteristic	Just dangerously stupid
Class	RPG
Location	Whitetail Mountains—Fort Drubman
ABILITIES	
Heat Seeker	RPGs will track air and land vehicles.
Junk It	RPGs on vehicles are more destructive.

Hurk Drubman Jr. carries an RPG and is perfect for helping you take down armored convoys and aircraft. Any vehicles he destroys explode with greater force, inflicting carnage in a wider area around the vehicle. However, he can be a liability if you are trying to capture vehicles, rescue civilians, or fight in tight quarters.



Visit Fort Drubman in Whitetail Mountains and speak to Hurk Drubman Sr. This starts The Prodigal Son mission, which requires you to help Hurk retrieve his father's truck. Ride with him to Haskell Lookout Tower and clear out the cultists entrenched there. Climb the tower to spot your next objective below to the southwest. Follow Hurk down the zip lines and head to the cabin on the pond's southwest side. Defeat the cultists guarding the truck and drive back to Fort Drubman with Hurk in the rescued vehicle, defeating any cultists impeding your path. Finally, finish the mission by speaking to Hurk Drubman Sr., who begs you to take Hurk with you, making him a gun for hire.

JESS BLACK	
Characteristic	The Master Huntress
Class	Hunter
Location	Whitetail Mountains—Baron Lumber Mill
ABILITIES	
Concealment	Enemies will have a harder time detecting her.
Feral Friendly	Wild animals see her as one of their own.

Jess Black is a master of her environment and is nearly impossible to detect when in stealth. This makes her perfect for helping you silently disarm cult outpost alarms. In addition, she can kill any hard-to-reach cultists with her bow without alerting nearby enemies. Jess can be easily overwhelmed when facing large waves of fast-moving enemies, such as Angels or armored units and vehicles.

For Hire Roster

Fangs For Hire

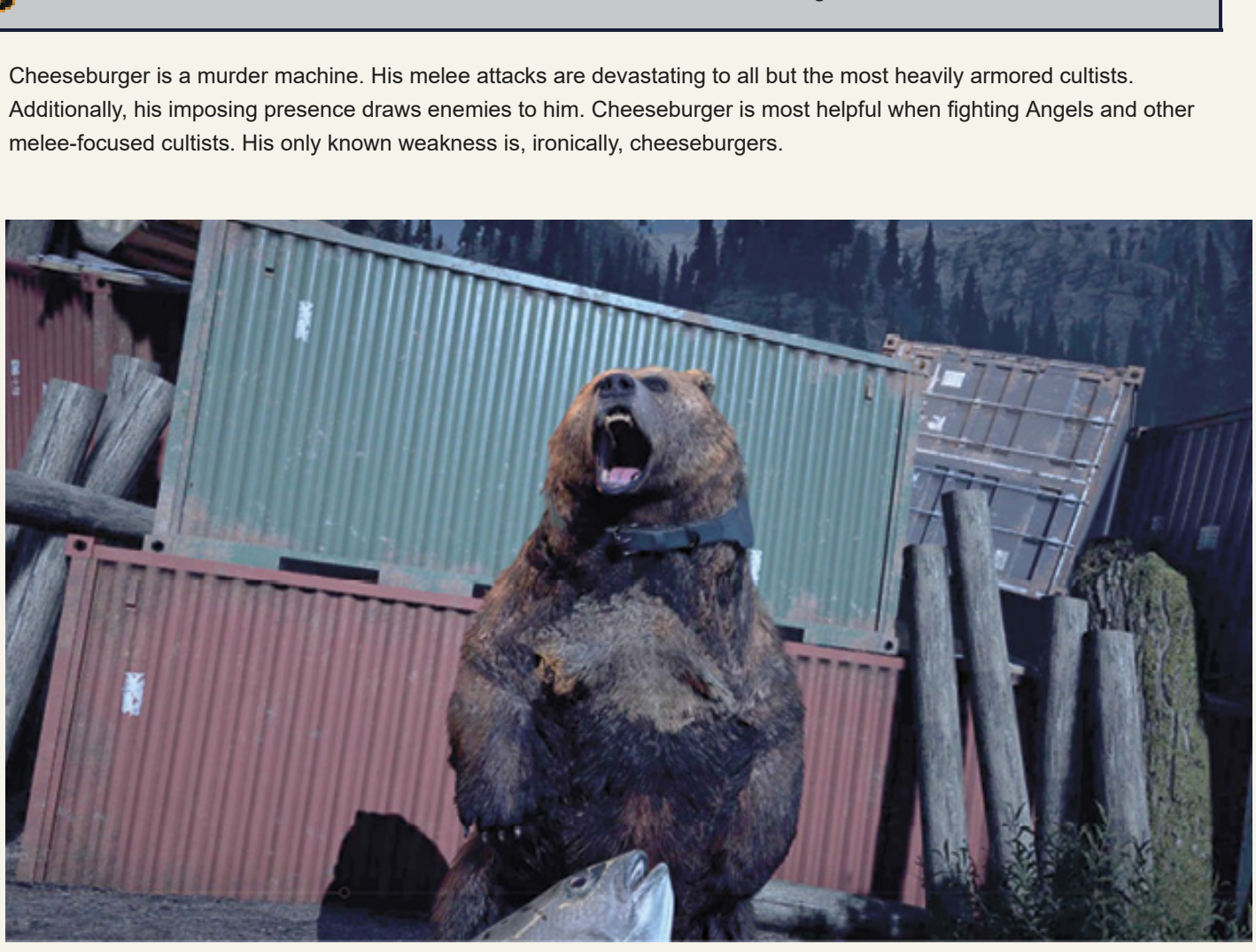
BOOMER		
Characteristic	The Good Boy	
Class	Scout	
Location	Holland Valley—Rae Rae's Pumpkin Farm	
ABILITIES		
	Pointer	Will tag all enemies nearby.
	Retriever	Will sometimes fetch a weapon after an attack.

Boomer is great for scouting cultist outposts. He reveals nearby enemies to you without alerting suspicion, and in a pinch, he can retrieve weapons for you from fallen enemies, and even has a small chance to steal weapons from enemies who are still alive. Boomer can defeat regular cultists but is not a great fighter. He is ineffective against most predators and higher-ranking cultists. However, there is a small chance a predator will flee when Boomer engages them.

Boomer is found at Rae Rae's Pumpkin Farm in Holland Valley. Approaching this farm begins the mission, Man's Best Friend. Once you free Boomer from his cage and defeat his captors, he joins you as a fang for hire.

CHEESEBURGER		
Characteristic	The Fearsome Grizzly	
Class	Heavy	
Location	Whitetail Mountains—Linero Building Supplies	
ABILITIES		
	Bear Arms	Will exercise his right to attack.
	Cross to Bear	Will draw focus during combat.

Cheeseburger is a murder machine. His melee attacks are devastating to all but the most heavily armored cultists. Additionally, his imposing presence draws enemies to him. Cheeseburger is most helpful when fighting Angels and other melee-focused cultists. His only known weakness is, ironically, cheeseburgers.



For Hire Roster

Resistance Fighters

All resistance fighters are different. Experiment with each until you find one that matches your play style. The following table lists all abilities that a recruited fighter can potentially have. The first ability is unlocked once a fighter kills (5) enemies, and the second is unlocked at (12) kills. These abilities never change, so if a fighter doesn't possess the skills you need, feel free to hire and use another. Once your three available recruitment slots are full, it is possible to dismiss a recruited fighter to make room for a new recruit; feel free to experiment on your travels.

RESISTANCE FIGHTER ABILITIES		
ABILITIES		
	Veterinarian	Will revive **fangs for hire**.
	Back Up	Will revive themselves when downed.
	Quick Recovery	Will take less time to recover health.
	Field Surgeon	Will fully revive your health when downed.
	Mechanic	Will repair the vehicle you drive.
	Hoarder	Will allow you to carry more ammo.
	Fortitude	Will draw attention and take more damage.
	Herbalist	Will grab plant life when not in **combat**.
	Vulture	Will find extra stuff when looting a body.
	Intimidator	Will lay down fire that scares the enemy.
	Power Hitter	Melee attacks might send enemies flying.
	Hot Buckshot	Shotgun blasts might start a fire.
	Spotter	Will tag enemies at the start of **combat**.
	Thick Skin	Will be more resilient to damage.
	No Tracks	Will make you untrackable in tall grass.

Missions Overview

Mission List by Region

DUTCH'S REGION: DUTCH'S ISLAND
MISSION
Story Mission: A Glimmer of Hope
Story Mission: The Resistance
Story Mission: Guns for Hire
Dutch's Region: Prepper Stash: Sunken Funds

JOHN'S REGION: HOLLAND VALLEY ISLAND
MISSION
Story Mission: Liberate Fall's End
Story Mission: Man's Best Friend
Side Mission: Bear Necessities
Side Mission: Patriot Acts
Side Mission: Stunt Activity—Spray and Pray
Story Mission: Death Wish
Story Mission: No Means No
Side Mission: Uncrate
Side Mission: Stunt Activity—Baptism of Fire
Side Mission: The Judge Moose
Side Mission: Golden Age Nostalgia
Story Mission: Razing the Steaks
Story Mission: Blow Their Mine
Side Mission: Water Works
Story Mission: Grace Under Fire
Side Mission: Exodus
Story Mission: Free Larry

Side Mission: The Hero's Journey
Side Mission: Close Encounters
Side Mission: Out of This **World**
Story Mission: Wingman (Part 1)
Story Mission: Wingman (Part 2)
Story Mission: Air Raid
Story Mission: Light 'Em Up
Story Mission: Special Delivery
Story Mission: The Widowmaker
Story Mission: Hit the Gas
Story Mission: The Revelator
Story Mission: Good Samaritan
Story Mission: The Scattered Flock
Story Mission: Jumping Ship
Side Mission: Testy Festy
Side Mission: Prairie Oyster Harvest
Side Mission: What They Carried
Side Mission: Cow Punching
Side Mission: Valley Armed Convoy
Story Mission: The Cleansing
Story Mission: The Confession
Story Mission: The Atonement
Story Mission: Wrath
Story Mission: The Quality of Mercy
John's Region: **Prepper** Stash: Swingers
John's Region: **Prepper** Stash: High Tension
John's Region: **Prepper** Stash: DIY and DOA
John's Region: **Prepper** Stash: Dumpster Diving
John's Region: **Prepper** Stash: Vespiary
John's Region: **Prepper** Stash: Long Range Lockpick
John's Region: **Prepper** Stash: Foxhole
John's Region: **Prepper** Stash: Playing With Fire
John's Region: **Prepper** Stash: Deep Dive
John's Region: **Prepper** Stash: Man Cave

John's Region: Prepper Stash: Fire in the Hole

JACOB'S REGION: WHITETAIL MOUNTAINS ISLAND
MISSION
Story Mission: Liberate Baron Lumber Mill
Side Mission: Static Frequency
Side Mission: Stunt Activity: Quadzilla
Side Mission: Shooting Gallery
Side Mission: Nature Provides
Story Mission: A Right to Bear Arms
Side Mission: Flavor Country
Side Mission: Grill Streak
Story Mission: A Dish Served Cold
Side Mission: Welcome Party
Story Mission: The Prodigal Son
Story Mission: Make Hope Great Again
Story Mission: Dinner Time
Side Mission: Stunt Activity: The Mooseknuckle Run
Side Mission: Stunt Activity: The Lord of the Wings
Story Mission: Missing in Action
Story Mission: Get Free
Story Mission: Search and Rescue
Story Mission: Radio Silence
Story Mission: Eviction Notice
Side Mission: Call of the Wild
Story Mission: Gearing Up
Side Mission: Turn the Tables
Side Mission: Grand Slam
Side Mission: Tools of the Trade
Side Mission: Gone Fishin'
Side Mission: The Admiral
Side Mission: Mint Condition
Side Mission: Mountain Armed Convoy
Story Mission: The World is Weak
Story Mission: We Must Be Strong

Story Mission: Sacrifice the Weak
Story Mission: Only You
Story Mission: Casualties of War
Jacob's Region: Prepper Stash: Mayday
Jacob's Region: Prepper Stash: Cliffhangar
Jacob's Region: Prepper Stash: Hangar Pains
Jacob's Region: Prepper Stash: The Holdouts
Jacob's Region: Prepper Stash: Unwelcome Guest
Jacob's Region: Prepper Stash: Gone Squatchin'
Jacob's Region: Prepper Stash: Salvage Rights

FAITH'S REGION: HENBANE RIVER ISLAND
MISSION
Story Mission: Liberate Hope County Jail
Story Mission: Clean Water Act
Story Mission: Here, Kitty, Kitty
Side Mission: Whiskey River
Story Mission: Friendly Skies
Story Mission: Eco-Warriors
Side Mission: Ragnar the Terrible
Side Mission: Stunt Activity: Godspeed
Story Mission: Doctor's Orders
Side Mission: Broken Path
Side Mission: The Judge Cougar
Story Mission: Burn, Baby, Burn!
Side Mission: The Judge Bear
Side Mission: Quiet on the Set
Side Mission: Blood Dragon 3
Side Mission: Stunt Activity: Old Glory Holes
Story Mission: Salvation
Story Mission: Serve and Protect
Story Mission: Sins of the Father
Story Mission: War on Drugs
Story Mission: False Prophet
Story Mission: False Idols

Story Mission: Clinical Study
Side Mission: Refuel
Side Mission: Fast
Side Mission: Our Better Angels
Side Mission: Furious
Side Mission: Stunt Activity: Descente Dans La Folie
Side Mission: River Armed Convoy
Story Mission: A Leap of Faith
Story Mission: The Bliss
Story Mission: Ignorance is Bliss
Story Mission: The Lesson
Story Mission: Paradise Lost
Story Mission: Walk the Path
Faith's Region: Prepper Stash: Shipwreck
Faith's Region: Prepper Stash: Pooper Scooper
Faith's Region: Prepper Stash: Animal Control
Faith's Region: Prepper Stash: Overwatch
Faith's Region: Prepper Stash: Dead Man’s Treasure
Faith's Region: Prepper Stash: The Angel’s Grave
Faith's Region: Prepper Stash: O’Hara’s Haunted House
Faith's Region: Prepper Stash: Side Effects
Faith's Region: Prepper Stash: Getaway

JOSEPH’S REGION: CULT COMPOUND ISLAND
MISSION
Story Mission: The Warrant
Story Mission: No Way Out
Story Mission: Where it All Began

MAP LEGEND

ICON	DESCRIPTION
	Alarm
	Alien Object
	Bliss Container
	Clutch Nixon Location
	Collectible: Cheeseburger Bobblehead
	Collectible: Comic Book
	Collectible: Baseball Card
	Collectible: Vietnam Lighter
	Collectible: Vinyl Crate
	Collectible: Whiskey Cask
	Cult Outpost
	Cult Property (Shrine)
	Cult Animal
	Cultist
	Cultist: Armed
	Cultist: Flamethrower
	Cultist: Heavy
	Cultist: Sniper
	Cultist: Truck
	Cultist: VIP
	Entity or Location of Interest
	Equipment Stash
	Grapple Hook

	Hostage
	Key
	Locked Door (use Key or pPerk)
	Mortar
	Mounted Machinegun Nest
	Prepper Stash
	Primary Location (Dock)
	Primary Location
	RPG Stash
	Secondary Location
	Boat Shop
	Car Shop
	General Shop
	Helicopter Shop
	Plane Shop
	Side Mission
	Specialist: Adelaide
	Specialist: Boomer
	Specialist: Cheeseburger
	Specialist: Grace
	Specialist: Hurk
	Specialist: Jess
	Specialist: Nick
	Specialist: Peaches
	Specialist: Sharky

	Story Mission
	Subregion or Clutch Nixon Map

ENEMY LOCATIONS

Maps showing enemy locations present only probable cult member placements; the number and precise positions may change depending on noises, approach, and other factors.

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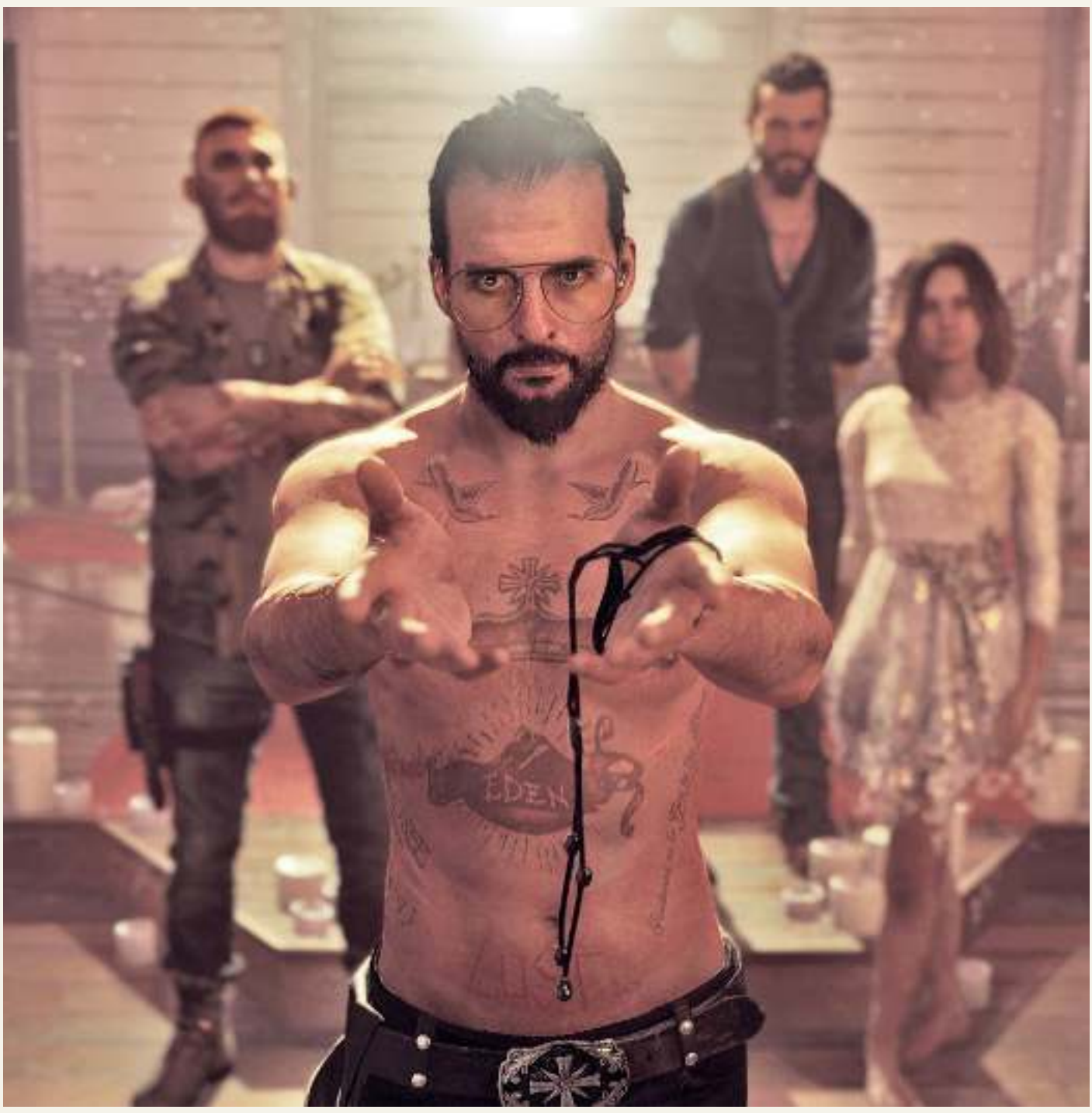
Prologue: Locusts In The Garden

Story Mission: The Warrant

- **Details:** Arrest the cult **leader**.

REACH the Church

Learn the fundamentals of walking: Follow Marshall Burke, Sheriff Whitehorse, and Deputy Hudson into the lion's den. This opens the church where Joseph Seed is giving a sermon. Slap the cuffs on him.



WALK the Cult Leader to the Helicopter

Joseph's flock doesn't take kindly to his arrest. Walk Joseph through the cult compound toward the waiting helicopter, as the situation starts to become untenable. You're in for a bumpy ride.

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Prologue: Locusts In The Garden

Story Mission: No Way Out

- **Details:** Escape the cult.

FLEE MEET the Marshal at the Trailer House

With no in-game map and no weapons, your options are limited. Although you don't know it yet, you're frantically exploring Joseph's Region, an island in the north-central part of Hope County. Make your way south from the crash site and continue through the forest. Optionally explore some buildings before rendezvousing with Marshal Burke at the "trailer house"—the Holmes residence at the island's southern tip.

Check the nearby guide map to find waypoints for each area of interest. These are the crash site where you start, Joseph's compound, the pond, the west cabin, Rotten Mill, the elevated hunting tower, the trailer cabin, the long bridge, and the Holmes residence, where the marshal is waiting. Note that you can't escape this island; the entire perimeter is fenced and it's too high to climb over.

Also note the equipment stashes, where you'll find either a melee weapon or a pistol. You can also gather these objects from foes you defeat.

Naturally, there are different ways to accomplish your escape:

OPTIMAL Path

After a rough landing, detach yourself from your seat and run from the blazing helicopter. You could stand and kick the pursuing foes, but this gets you killed. After sprinting roughly south toward a pond, look for a campfire and a melee implement. Follow the trail to Rotten Mill. Learn the fundamentals of stealth, the Detection meter, and an undetected takedown. Approach the foe here from the rear and bludgeon him with your melee weapon, or crack his neck if you're bare-handed. You can also shoot him, but this attracts the cultists' attention.

Start to loot tins, boxes, and backpacks (these are usually color-coded yellow). Sneak south to the elevated tower and snag the equipment there. Just south is a campfire and two foes; shoot, melee-strike, or ignore them. Head right (southwest) to the lantern at the north end of the long bridge. Cross the bridge, grab any equipment on the log piles, and enter the trailer house.

OTHER Paths

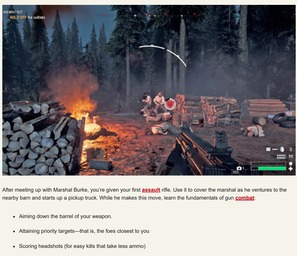
You can flee into the woods from , and as the enemies fan out, double back and attempt to melee-strike, stealth-attack, or shoot them.

Double back, heading right at the crash site, and investigate Joseph's compound , where the chaos took place. It is eerily empty; there's a note from Joseph here with instructions for his flock.

You can investigate the west cabin , where two foes are inspecting a caged wolverine (learn about cages here). Shoot the cage (not the foes), and the animal leaps out, mauling both enemies—so you don't have to! There's equipment in the cabin, as well.

The eastern trailer cabin usually has a single foe and limited equipment, but it's worth practicing stealth takedowns.

HOLD OFF the Cultists

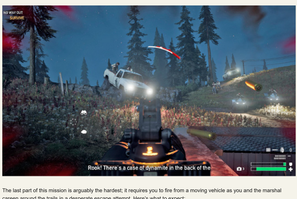


After meeting up with Marshal Burke, you're given your first assault rifle. Use it to cover the marshal as he ventures to the nearby barn and starts up a pickup truck. While he makes this move, learn the fundamentals of gun combat:

- Aiming down the barrel of your weapon.
- Attaining priority targets—that is, the foes closest to you
- Scoring headshots (for easy kills that take less ammo)
- Wounding foes so they lie screaming, attracting fellow enemies out of hiding to try to revive them, whereupon you can shoot both of them in one place
- Shooting explosive canisters or the equipment stash (which causes a large and prolonged explosion, sets fire to the woods left of the barn, and causes the Peggies to retreat)

Use cover (the log piles, outhouse), and check for foes crossing the long bridge. When the marshal enters the vehicle, ride shotgun.

GET IN the Truck SURVIVE



The last part of this mission is arguably the hardest: it requires you to fire from a moving vehicle as you and the marshal careen around the trails in a desperate escape attempt. Here's what to expect:

- Lean out, going back into the truck only if you're using a medkit.
- Shoot one, both, or neither Peggies as the truck smashes the gate and heads over a bridge.
- Ignore any wild animals; reload and target only cultists.
- At the first roadblock, tag any foes you wish, but focus on the enemies in the last truck, as they give chase. Look behind and try to hit the driver; that way the truck loses control. You're here to remove the most important threats, not every cultist!
- As you pass Hollyhock Saloon, target the pickup driver as you leave the saloon area (ideally, ignore the majority of the cultists). If you can't manage that, drop dynamite as soon as you're told to grab it. This takes out the quad bike foes as you weave around some rusting rail carriages.
- Expect another pickup or two. Drop dynamite, then aim for the drivers. Ignore any other foes, including the plane. Don't overthrow the dynamite; you want it to hit the front of the pickup and explode.
- As soon as a pickup veers in front, aim at the driver (front-left foe). The marshal makes another right turn. Shoot the quad biker foes and the driver of another pickup.
- Ahead is yet another roadblock. Reload, lob dynamite at the pickup, then cull the two foes on the quad bike as you approach Henbane River Bridge. At this point, it becomes clear that this mission is over.

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John's Region: Holland Valley

Overview

- **REPUTATION POINTS:** 13,000
- **SPECIALISTS:** 3
- **MISSIONS:** 52*
- **CULT OUTPOSTS:** 7
- **CULT PROPERTIES:** 14
- **PREPPER STASHES:** 12*

*Prepper Stashes are counted towards the Mission total. Prepper Stash Mission: O'Hara's Haunted House, located at the Henbane River location of the same name, is counted towards the Missions total, even though it is geographically inside Henbane River Region..

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John's Region: Holland Valley

Introduction

Holland Valley was once known for its fertile soils and bucolic pastoral land; now it has been overrun by the Project at Eden's Gate cult. They are currently taking people and forcing them to confess their sins (using the "Power of YES"). They are also gathering food and animals to prepare for the Collapse.

Fall's End is the heart of the Resistance and is the recommended location to reach first, despite it being in the eighth subregion. Mary May Fairgrave and Pastor Jerome Jeffries lead the fight against the cult; they should be your priority contacts.

The guide map for Holland Valley has been further divided into eight subregions, based on the in-game region maps you can gather at certain **locations** within each subregion (these are also noted in this guide's Atlas chapter). The boundaries are arbitrary, and available **missions** are listed as they appear when you move through the subregions from north to south.

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John's Region: Holland Valley

Locations

The following tables list the major locations across Holland Valley, working roughly from north to south, including each of the eight subregions:

SUBREGION 1: GARDENVIEW

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	1	Gardenview Packing Facility	Side, Cult Outpost
Cult Property	1	Silo: Henbane River Orchard	Side
Cult Property	2	Silo: Gardenview Orchard	Side
Primary Location	1	Silver Lake Trailer Park	Fishing Magazine, Subregion Map
Primary Location	2	Gardenview Orchards	None
Primary Location	3	Rae-Rae's Pumpkin Farm	Story, Vietnam Lighter
Primary Location	4	Gardenview Cidenworks	None
Primary Location	5	Bridge of Tears	Prepper Stash
Primary Location	6	Frobisher's Cave	None
Primary Location	7	Howard Cabin	Side, Fishing Magazine
Specialist	1	Boomer (Scout)	Rae-Rae's Pumpkin Farm

SUBREGION 2: COPPERHEAD RAIL YARD

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	2	Copperhead Rail Yard	Side (Nearby), Cult Outpost, Subregion Map
Cult Property	3	Silo: Strickland Farm Area	Side
Primary Location	8	Lincoln Lookout Tower	Prepper Stash
Primary Location	9	Sergey's Place	None
Primary Location	10	Boyd Residence	Comic Book (Vietnam)
Primary Location	11	Strickland Farm	None

SUBREGION 3: U.S. AUTO

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	3	U.S. Auto	Story, Side, Cult Outpost, Subregion Map
Cult Property	4	Silo	Side
Primary Location	12	Doverspike Compound	Story (north of here), Prepper Stash
Primary Location	13	Harris Residence	Vietnam Lighter
Primary Location	14	Reservoir Construction Yard	Side
Primary Location	15	Dodd's Dumps	Prepper Stash
Primary Location	16	Davenport Farm	None
Primary Location	17	Hilgard Electric Power Station	None
Primary Location	18	Golden Valley Gas	None

SUBREGION 4: GREEN-BUSCH FERTILIZER CO.

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	4	Green-Busch Fertilizer Co.	Side, Cult Outpost, Subregion Map
Cult Property	5	Silo: Hay Barn	Side
Cult Property	6	Silo: Flatiron Stockyards	Side
Primary Location	19	St. Isidore School	Cheeseburger Bobblehead
Primary Location	20	Dodd Residence	Side
Primary Location	21	Roberts Cabin	Hunting Magazine
Primary Location	22	Hope County Clinic	None
Primary Location	23	Holland Valley Station	None
Primary Location	24	Grain Elevator	Prepper Stash
Primary Location	25	Henbane River Rail Bridge	None
Primary Location	26	Flatiron Stockyards	None
Primary Location	27	Fillmore Residence	Vietnam Lighter
Primary Location	28	Dupree Residence	None
Primary Location	29	Catamount Mines	None

SUBREGION 5: SUNRISE FARM

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	5	Sunrise Farm	Side, Cult Outpost, Subregion Map
Cult Property	7	Silo: Red's Farm Supply	Side
Cult Property	8	Silo: Hyde Barn	Side
Primary Location	30	Deep North Irrigation Reservoir	Prepper Stash
Primary Location	31	Red's Farm Supply	None
Primary Location	32	Purpletop Telecom Tower	None
Primary Location	33	Woodson Pig Farm	Fishing Magazine
Primary Location	34	Sawyer Residence	None
Primary Location	35	Hyde Barn	None
Primary Location	36	Kopka Ranch	Story

SUBREGION 6: LAMB OF GOD CHURCH

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Primary Location	37	John's Gate	Story (2)
Primary Location	38	Security Gate	Story
Primary Location	39	Steele Farm	None
Primary Location	40	Lamb of God Church	Story, Side, Subregion Map
Primary Location	41	Lamb of God Sacristy	Hunting Magazine
Primary Location	42	Armstrong Residence	Prepper Stash
Primary Location	43	Bradbury Tractor Shed	Cheeseburger Bobblehead
Primary Location	44	Hope County Jail Bus	Prepper Stash
Primary Location	45	Parker Laboratories	Story, Side (3), Comic Book (Mars)
Specialist	2	Grace Armstrong (Long Range)	Lamb of God Church

SUBREGION 7: SEED RANCH

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	6	Seed Ranch	Story, Cult Outpost, Subregion Map, Hunting Magazine
Cult Property	9	Silo: Bradbury Farm	Side
Cult Property	10	Silo: Bradbury Hay Field	Side
Cult Property	11	Silo: Seed Ranch Runway	Side
Primary Location	46	Bradbury Farm	Comic Book (Mars)
Primary Location	47	Bradbury Hay Field	No
Primary Location	48	Laurel Residence	Prepper Stash
Primary Location	49	Eden's Gate Greenhouse	None
Primary Location	50	Seed Boat Launch	None
Primary Location	51	Rye & Sons Aviation	Story (5)
Specialist	3	Nick Rye (Soldier)	Rye & Sons Aviation

SUBREGION 8: KELLETT CATTLE CO.

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	7	Kellett Cattle Co.	Side, Cult Outpost, Subregion Map
Cult Property	12	Silo: Fall's End Fields	Side
Cult Property	13	Silo: Sunrise Threshing Fields	Side
Cult Property	14	Silo: Kellett Cattle Co. Fields	Side
Primary Location	52	Fall's End	Story (5), Side (2), Fishing Magazine, Map: Clutch Nixon
Primary Location	53	Old Silo	Hunting Magazine
Primary Location	54	Kay-Nine Kennels	No
Primary Location	55	Sunrise Threshing	Prepper Stash
Primary Location	56	Reder Residence	Side
Primary Location	57	Adams Ranch	No
Primary Location	58	Miller Residence	Vietnam Lighter, Plant Magazine
Primary Location	59	Wellington Residence	Prepper Stash

*"Mission Start" indicates whether to expect a story, side, cult outpost, or Prepper Stash mission to begin at this location. Note that you explore the majority of other locations during missions or may have a random clue to a mission start. "Collectible" indicates whether an item a character wants you to collect is available here, or there's a Hunting, Fishing, or Plant magazine to gather. Note that some collectibles are in Secondary Locations; check the Atlas chapter for those.

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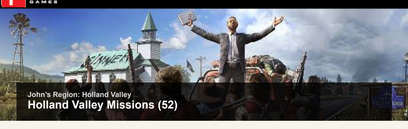

John's Region: Holland Valley

Holland Valley Missions (52)

The following table lists the missions available throughout Holland Valley (you can look the Story and Side missions up by location or character). To gain the total number of missions in this Region (52), add the total number of Story, Side, and Prepper Stash missions together.

Story And Side Missions: Holland Valley (40 Missions)

MISSIONS: INITIAL LIBERATION

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	Liberate Fall's End	Pastor Jerome Jeffries & Mary May Fairgrave	Fall's End

MISSIONS: SUBREGION 1–GARDENVIEW

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	2	Man's Best Friend	Boomer	Rae-Rae's Pumpkin Farm
Side	3	Bear Necessities	Resistance Fighter	Gardenview Packing Facility
Side	4	Patriot Acts	Willis Huntley	Howard Cabin

MISSIONS: SUBREGION 2–COPPERHEAD RAIL YARD

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	5	Spray and Pray	Clutch Nixon	(Near) Copperhead Rail Yard

MISSIONS: SUBREGION 3–U.S. AUTO

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	6	Death Wish	Merle Briggs**	U.S. Auto
Story	7	No Means No	Dutch	(North of) Doverspike Compound
Side	8	Uncrate	Resistance Fighter	U.S. Auto
Side	9	Baptism of Fire	Clutch Nixon	Reservoir Construction Yard

MISSIONS: SUBREGION 4–GREEN-BUSCH FERTILIZER CO.

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	10	The Judge Moose	Resistance Fighter	Green-Busch Fertilizer Co.
Side	11	Golden Age Nostalgia	Nadine Abercrombie	Dodd Residence

MISSIONS: SUBREGION 5–SUNRISE FARM

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	12	Razing the Steaks	Zip Kupka	Kupka Ranch
Story	13	Blow Their Mine	Zip Kupka	N/A
Side	14	Water Works	Resistance Fighter	Sunrise Farm

MISSIONS: SUBREGION 6–LAMB OF GOD CHURCH

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	15	Grace Under Fire	Grace Armstrong	Lamb of God Church
Side	16	Exodus	Resistance Fighter	Lamb of God Church
Story	17	Free Larry	Larry Parker	Parker Laboratories
Side	18	The Hero's Journey	Larry Parker	Parker Laboratories
Side	19	Close Encounters	Larry Parker	Parker Laboratories
Side	20	Out of This World	Larry Parker	Parker Laboratories

MISSIONS: SUBREGION 7–SEED RANCH

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	21	Wingman	Nick Rye	Rye & Sons Aviation
Story	22	Light 'Em Up	Kim Rye	Rye & Sons Aviation
Story	23	Air Raid	Kim Rye	Rye & Sons Aviation
Story	24	Special Delivery	Kim Rye	Rye & Sons Aviation

MISSIONS: SUBREGION 8–KELLETT CATTLE CO.

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	25	The Widowmaker	Mary May Fairgrave	Fall's End
Story	26	Hit the Gas	Mary May Fairgrave	N/A
Story	27	The Revelator	Mary May Fairgrave	N/A
Story	28	Good Samaritan	Pastor Jerome Jeffries	Fall's End
Story	29	The Scattered Flock	Pastor Jerome Jeffries	N/A
Story	30	Jumping Ship	Pastor Jerome Jeffries	Fall's End
Side	31	Testy Festy	Casey Fixman	Fall's End
Side	32	Prairie Oyster Harvest	Casey Fixman	Fall's End
Side	33	What They Carried	Wendell Redler	Redler Residence
Side	34	Cow Punching	Resistance Fighter	Kellett Cattle Co.

MISSIONS: JOHN SEED–BUILDING THE RESISTANCE

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	35	Valley Armed Convoy	Dutch	Holland Valley
Story	36	The Cleansing	John Seed	Security Gate
Story	37	The Confession	John Seed	John's Gate
Story	38	The Atonement	John Seed	Fall's End
Story	39	Wrath	John Seed	Seed Ranch
Story	40	The Quality of Mercy	John Seed	John's Gate

* "Associated Location" usually indicates where the first of a group of missions undertaken for a specific character starts. Subsequent missions may begin elsewhere.

** Merle Briggs can also be found at Silver Lake Trailer Park, and the mission started there.

CULT OUTPOSTS: HOLLAND VALLEY

#	LOCATION
1	Gardenview Packing Facility
2	Copperhead Rail Yard
3	U.S. Auto
4	Green-Busch Fertilizer Co.
5	Sunrise Farm
6	Seed Ranch
7	Kellett Cattle Co.

PREPPER STASHES***

#	MISSION NAME	SUBREGION	ASSOCIATED LOCATION
1	Swingers	Gardenview	Bridge of Tears
2	High Tension	Copperhead Rail Yard	Lincoln Lookout Tower
3	D.I.Y. and D.O.A.	U.S. Auto	Doverspike Compound
4	Dumpster Diving	Dodd's Dumps	Dodd's Dumps
5	Vespiary	Green-Busch Fertilizer Co.	Grain Elevator
6	Long Range Lockpick	Sunrise Farm	Deep North Irrigation Reservoir
7	Foxhole	Lamb of God Church	Armstrong Residence
8	Playing With Fire	Lamb of God Church	Hope County Jail Bus
9	Deep Dive	Seed Ranch	Laurel Residence
10	Man Cave	Kellett Cattle Co.	Sunrise Threshing
11	Fire in the Hole	Kellett Cattle Co.	Wellington Residence

*** Complete Henbane River Prepper Stash Mission #7: O'Hara's Haunted House. Though this mission appears in Henbane River, it is added to the Mission total for Holland Valley.

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John's Region: Holland Valley

Story Mission: Liberate Fall's End

- **Prerequisites:** None
- **Rewards:** Medium Resistance (Holland Valley)
- **Details:** The Project at Eden's Gate has overtaken Fall's End. Liberate the people and defend the town from the Cult threat.

MISSION Commencement

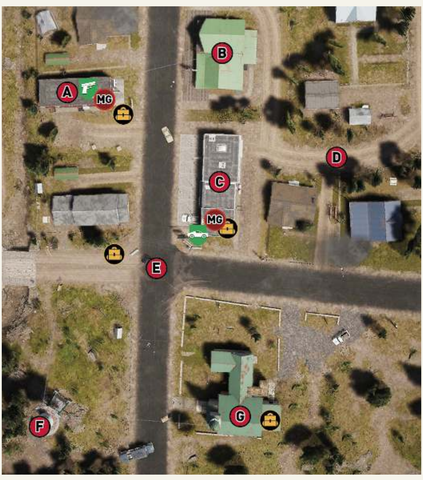
The main Resistance in this region live and work in the small town of Fall's End, southwest of the orchards. It's worth making this your first major battle, as it's the source of major missions. Built at a crossroads , it can be approached from all directions, meaning you should learn enemy location and which foes to focus on are more important than routes taken.

Check the guide map; it shows you the locations of major weapon stashes (including explosives) as well as two rooftops where a mounted machine gun is planted.

LIBERATE this Location

The first matter at hand is counting up the enemy; use your binoculars and count around 12 foes in the vicinity. There are three particularly troublesome individuals: a sniper on the garage roof , who has access to a mounted MG; a foe on the roof of the general store , who is actively manning the other MG; and a VIP, who is usually roughing up Mary May Fairgrave outside her bar, the Spread Eagle . Make those priority targets, whether you're spotted or not.

Kill all the ground foes without being seen, or engage the enemy without regard to stealth. Either way, a plane with an MG rakes the area at the end of the battle. Scramble to either rooftop, reach the MG (check nearby ladders or plant proximity explosives there to ensure remaining foes don't outflank you), and shoot at the plane until it flies off. This liberates the town.



OPTIMAL Path

Stealth is rewarded (the "Outpost Liberated Undetected" Challenge), and this path encourages melee takedowns. Begin anywhere you like, at the edge of town. In this example, we started in the northwest, climbing one of the side wall ladders to the top of the general store and melee-killing the foe at the mounted MG. Creep around north of the town, around the outside of the Spread Eagle , and climb the garage ladder to . Crack the neck of the sniper here.

Drop down, and head to the town's east side . Conduct a sweep of outlying enemies near the house with the blue roof, working south to the church, from to . Optionally pick up and hide the corpses if you've brought an enemy down in a high-traffic area. After cracking the neck of the foe near the prison bus, start a slow and methodical crouch-and-creep north, crisscrossing the main road and strangling foes as the opportunity arises. Watch their patrol paths, drop them when no other foe is watching, and hide the bodies.

Continue this tactic, using low fences, backyard gardens, and junk to hide behind, dropping foes with your hands until only the VIP at Spread Eagle is left. Creep up, strangle him, then quickly scramble to either roof-mounted MG and pepper the incoming plane; it arrives only after the last foe is slain, assuming you aren't seen. Congratulations! You saved Fall's End without firing a shot!

Note that the two hostages (Pastor Jeffries and Mary May) by the Spread Eagle and the church can be left alone; they don't need untying.

OTHER Paths

If ranged combat becomes necessary, you can mix up the optimal path using silenced weaponry (like the bow). The VIP is the only problem, as he takes multiple shots, so save him until last.

You can take up a sniper's position atop the water tower , and drop foes in the street, lobbing a grenade down if there's a parked fuel truck at the crossroads . This is a relatively safe and elevated position, and the zip lines allow an escape.

You can climb on any of the marked buildings— , , , or —and the home northwest of the crossroads . You can also use the roof as cover as you bombard enemies below. Just watch for foes climbing the ladders to outflank you.

The fuel truck at is an amusing way to dispatch multiple foes. Attract enemies with a thrown stone, then lob a grenade at the truck when a few investigate. Better yet, plant a remote explosive and detonate from a safe distance. You could even use the exploding truck as a distraction, while a teammate removes the rooftop foes.

You can shoot down the plane with an RPG round or some of your higher-caliber weaponry, but this is a poor plan compared to using the mounted MG.

Don't care about subtle takedowns? Then drive into town in a truck with a mounted MG in the back and have an ally man the gun; that way you can ram into foes, shoot them, and take out the plane without leaving your vehicle. An alternate plan? Use an attack helicopter!

With the town liberated, you're welcomed to the Spread Eagle and can meet up with Mary May Fairgrave, Pastor Jerome Jeffries, Casey Fixman, and speak to them for a variety of missions.

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John's Region: Holland Valley

Story Mission: Man's Best Friend

- **Prerequisites:** None
- **Rewards:** Boomer (**Fangs for Hire**), Medium Resistance (Holland Valley)
- **Details:** The Project at Eden's Gate has been kidnapping animals for strange experiments. Rae-Rae's dog has piqued their interest. Free the dog and see if he likes you.

MISSION Commencement

Boomer

A friendly but ferocious pup named Boomer is currently caged at Rae-Rae's Pumpkin Farm. Rae-Rae and her husband have been slain (their corpses are in the front yard by the cottage), and four cultists are in the vicinity.

FREE the Dog

Investigate this area in and around Rae-Rae's Pumpkin Farm. **This mission doesn't technically begin until you free Boomer**.

OPTIMAL Path

A clandestine approach allows you to easily spot and dispatch the enemy. Begin on the wooded hill to the south, creeping around to the ladder attached to the water tower A. Climb to the top, and use your **binoculars** to mark the four enemies, as well as Boomer, who is in the cage (the Story Mission icon). One of the foes has an icon indicating he can summon reinforcements. He's your priority target.

Drop down, and dispatch the four foes in any manner you wish. Creep into the cottage E and strangle the foe who can summon reinforcements. Next, shoot the cage door to open it. Boomer then pounces on a nearby foe. Rake the remaining foes with gunfire.

Be aware that after the mission concludes (and sometimes during the mission, depending on whether reinforcements are called early or not at all), you should expect a pickup and a quad to appear with additional foes. Attack them on the dirt road, near D, before they have a chance to disembark.

OTHER Paths

You can sit atop the water tower A and snipe at the foes below, shooting the cage door when you want Boomer to attack.

You can sit atop the rocky outcrop in the woods behind and above the farm to the northeast B; this offers good and reasonably direct lines of sight to all enemies.

You can cause a distraction by throwing stones toward the dirt road D or shooting the explosive barrels there, then tag foes in the ensuing confusion. Nothing beats letting Boomer out to mangle enemies, though.

You can also quietly creep behind each enemy before they even know you're there (starting with the foe who can call reinforcements) and throttle each one from behind. Foes still turn up in **vehicles** afterward, but the initial takedowns are bloodless.

Once this mission concludes, don't forget to check the bunker hatch northeast of the cottage near the silo. There's plenty of items to gather in the underground shelter below ground, including a **Vietnam Lighter** (one of 12 to collect as part of Story Mission: What They Carried).

PET Boomer

Conclude the mission by finding Boomer, who is whimpering near his slain master. Pet him and he licks your face, becoming one of the **Fangs for Hire** as the mission finishes.

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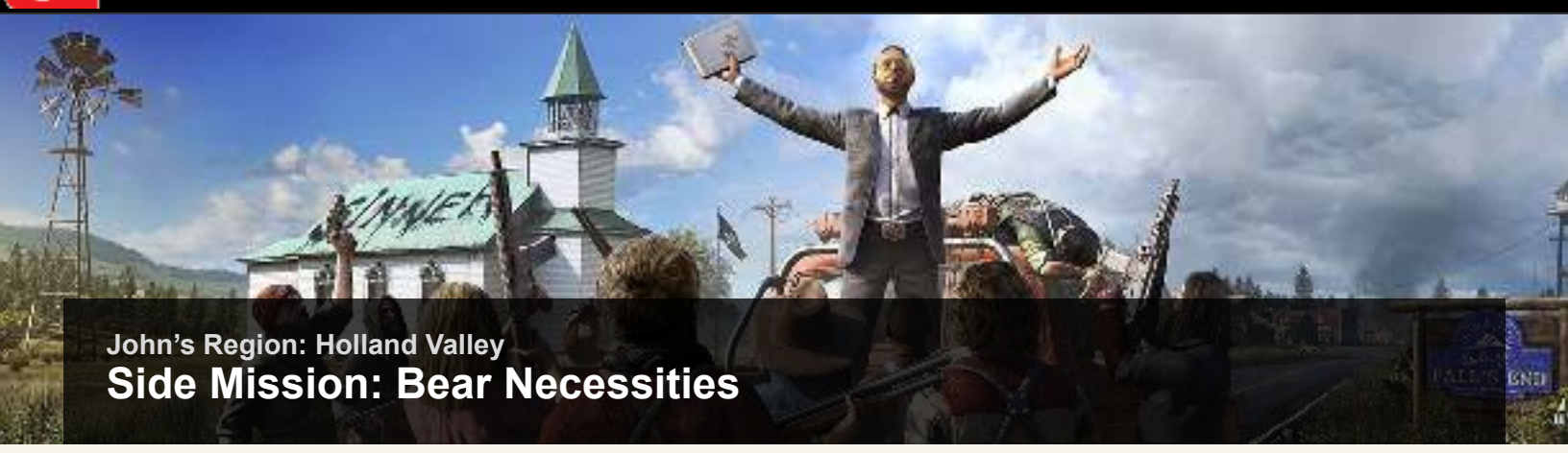

John's Region: Holland Valley

Side Mission: Bear Necessities

MISSION Commencement

- **Prerequisites:** Liberate **Gardenview Packing Facility** (Cult Outpost)
- **Rewards:** $800
- **Details:** A group of bears is causing trouble in the orchard; take care of them.

Resistance Member

After you defeat the Project at Eden's Gate lunatics at the **Gardenview Packing Facility** (Cult Outpost), look for the Resistance fighter at the facility warehouse. Speak to him about his bear problem.

REACH the Orchard Bears (3) Killed Behind the Orchards

Vault the wooden fence and head west to the woodland behind and above the facility. Reach the trail and you see a discolored bear savaging a Resistance member; a second helper rakes the bear with gunfire. Help them if you wish. That's **bear #1**.

Head northwest up the trail to a bear cave at the edge of the woods. **Bear #2** bounds out to maul you. Retaliate with a **heavy** gun (like an MG) or your favorite **hunting** weapon. Explosives work too. Then enter the cave and back up quickly, as **bear #3** is inside. Once you slay him, the mission concludes.

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John's Region: Holland Valley

Side Mission: Patriot Acts

MISSION Commencement

- **Prerequisites:** None (Wingsuit is optional)
- **Rewards:** Zebra Skin for the SMG-11 (Weapon Skin), $2,000
- **Details:** Help Special Agent Willis Huntley and he'll help you.

MISSION Commencement

Special Agent Willis Huntley

Locate Special Agent Willis Huntley at the lookout close to Howard Cabin, southwest of Rae-Rae's Pumpkin Farm. Willis has special orders from the "Big Man" and needs your help to accomplish the plan. Your reward is help from the U.S. government. Sounds like a deal.

FOLLOW Willis to the Lincoln Lookout Tower

Enter Willis's vehicle, and ride with him as he explains the plan. Get out and follow him to the perimeter of the Lincoln Lookout Tower.

SECURE the Lookout Tower

Your first task is to make short work of around eight “doomsday hippies” (including two snipers) who are guarding the place. After that, the surveillance can start.

OPTIMAL Path

Crouch and remain hidden until you’re close enough to the tower. This is a good way to swarm this location without getting bogged down in **combat** where the enemy has the height advantage. From your starting point A, crouch and enter the first drain, turn left, head through the second drain under the road, and climb a metal lookout platform attached to a tree by the drain exit B. This allows you to tag all foes with your **binoculars**.

Creep around the perimeter’s far eastern side, darting out to strangle a foe and dragging his body behind the rocks. Move to the hut at the tower’s base C. At this point, you can mow down the foes at the tower’s base, as well as the snipers on the deck. Use the scaffold ladder to reach the deck, as it’s quicker. Tag any stragglers from this elevated position F, and Willis heads in to rendezvous.

OTHER Paths

Produce a sniper rifle at the metal tree platform B, and start tagging foes from this relatively safe position.

Head through the first drain, then creep up the low rocks to the wooden stairs D. Strangle or avoid foes before you reach the steps; then head up to the snipers. Remove all foes when you reach this elevated position with protective walls.

You can circumvent all foes by creeping around the western perimeter, then up the switchback trail to the southwest . Go up to the tower's base. You still need to cull foes at this point, though.

Remember you can cause distractions by shooting the explosive barrels at the tower's base, though these are best detonated at range to avoid being caught and burned.

REGROUP with Willis Inside the Tower

STAND BY Until Willis Enacts His Plan

With the Lincoln Lookout Tower devoid of enemies, Willis heads to the radio and starts the mission. While he explains your orders, look roughly south down the trail.

TAIL the Helicopter to the VIP Location

You have a chopper to follow, and there are two ways to tail it: either use a wingsuit, base-jumping at the windsock close to , or locate a quad, which is usually at the start of the trail heading downhill and south. The quad is preferred, as you can stay on this vehicle while the tailing continues.

Veer off the trail to the right to reach the Boyd residence (due south of your location), where the chopper lands. A VIP target appears from the residence and enters the craft. Stop when you reach the rock outcrop and undergrowth on the dwelling's north side. Watch the VIP head to the chopper, and begin the second part of your tailing.

Competence is required here! If the chopper carrying the VIP gets more than 350 to 400 meters away, the mission fails (though you can retry).

TAIL the VIP to His Safe House

The second part of the tailing involves more nimble off-road maneuvering. Optimally, you should have parked your quad to face south-southeast, with the Boyd residence on your right. Remain on the vehicle. This way you can quickly tail the chopper.

If the quad is stuck, or you came here by wingsuit or other means, simply rush to the Boyd residence and secure a quad from there. An off-road vehicle is also possible to appropriate, but it's much more difficult to squeeze through the woods and rough terrain to come.

You're heading to the safe house, which is the Sawyer residence to the southeast. Drive just east of due south through the wooded meadows. Optionally use the wooden lean-to as a ramp, and aim for a wooden ramp above a rock outcrop farther south. Make a sharp left at the tarmac road.

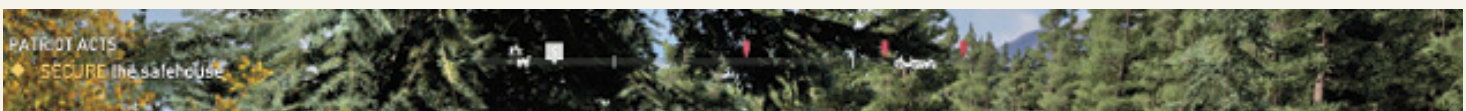
From here you can take a shortcut through the woods, or if you're in a truck, take an immediate right down a tarmac side road and turn left at the "**Sunrise Farm**" sign.

Bail from your vehicle before you reach the safe house, as it's well guarded and a professional takedown of the remaining foes is necessary.

SECURE the Safe House

There are usually five foes to dispatch before the objective is complete.

OPTIMAL Path



If you make enough noise in the woods to the north A as you park your quad, the foes usually are distracted and move along the dirt road to investigate. Either way, move in a wide, clockwise route from the woods A, tagging foes with **binoculars**; then creep around to the side fence B before climbing onto the cottage roof C. This allows you to take cover and easily drop the foes from this elevated position, using the roof apex as cover to duck down below.

OTHER Paths

Need a bigger distraction? Blow up the chopper, then run in and mow down foes in the ensuing mayhem.

Want some quiet time to take down foes? You can always reach the dwelling via the dock to the south, then up to the cottage fence B to throttle foes until you're discovered.

Snipe from the woods to the north A to thin out the enemies before racing in to finish off stragglers.

If you came here in a truck, you can handbrake turn and park it with your driver's door pointing north. Use the vehicle as cover on the dirt road near the chopper landing point, and remove foes in a vicious firefight from here.

FIND the VHS Tape in the Bunker

Taped evidence is somewhere on this property—or more specifically, under it. The cottage isn't accessible, but the woodshed 12 has a hatch inside. Open it, descend to the bunker, and grab the tape on the metal shelving.

GIVE the VHS Tape to Willis

Emerge from the bunker as Willis arrives. Give him the tape. If you're expecting help from the U.S. government after this, you're in for a rude awakening. The mission concludes, though you can revisit Howard Cabin and listen to Willis's amusing anecdotes once you part ways.

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John’s Region: Holland Valley

Side Mission: Stunt Activity—Spray And Pray

- **Prerequisites:** None
- **Rewards:** Fly That Flag (Plane), $2,000
- **Details:** Fly through checkpoints, destroying anything that blocks your path.

MISSION Commencement

Find the patriotic shrine to the legendary Clutch Nixon along the dirt road just northwest of the **Copperhead Rail Yard** (cult outpost). When you’re ready to test your flying mettle, accept the mission on the plaque.

PASS through the Checkpoints Before Time Runs Out

The plan involves some precision flying and firing of your plane’s machine gun. You’re whisked to the Widow’s Creek lake, starting at point A. You must fly along Widow’s Creek, out to Clagett Bay. You will then head south along Henbane River, under the Bridge of Tears, and above the railroad to the rock arch along the railroad B.

Study the guide map to see each of the smoke circles **(1 - 28)**, which you must fly through. In addition, some of the smoke circles are also targets, starting with circle A. These have large wooden targets on them. Shoot the targets before you pass through the circle.

You start with 55 seconds on the clock. You receive +5 seconds for each circle you fly through. If your timer ticks down to zero, or you crash or exit your plane, the mission fails.

Initially this is a tricky mission, as your plane’s maximum acceleration and limited maneuverability, as well as the tight river bends, can cause you to miss smoke circles or crash. The trick is to slow your acceleration to just under maximum for the first few smoke circles and to make very light turns (so your plane rights itself horizontally after only a second or so) to avoid flying into trees or the ground.

Always look ahead for the smoke circle one or two ahead of the circle you’re about to pass through, so you can line yourself up properly. When you have a good and steady position, fire at any targets quickly, as failing to destroy targets and striking them with your plane usually scuppers your chances of victory.

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John's Region: Holland Valley

Story Mission: Death Wish

- **Prerequisites:** Rescue Merle Briggs
- **Rewards:** Death Wish (Vehicle), Medium Resistance (Holland Valley)
- **Details:** Merle knew the cult was up to no good from the start. Retrieve his truck and tag-team the cultists at the construction yard to the north.

MISSION Commencement (1)

Merle Briggs

The easiest location to find Merle Briggs is the Silver Lake Trailer Park (north of the orchards). He's hanging around the south entrance and may need to be rescued from three to four cult members. This is straightforward as long as you don't use projectiles and can tell the difference between a kneeling civilian and a bare-chested zealot.

Afterward, he tells you about his truck, "Death Wish." He needs it back, and the cultists at **U.S. Auto** know where it is.

MISSION Commencement (2)

Another way to begin this mission is by clearing the **U.S. Auto** Cult Outpost without ever talking to Merle Briggs. Merle arrives in his car once you liberate the outpost and tells you about his truck.

RAID U.S. Auto to Find Merle's Truck

Head west to this remote warehouse and junkyard along the main east-west road north of Fall's End, and survey the location. This is one of many **cult outposts**, and liberating it satisfies the **Cult Outposts missions** for this location too. Check the **Training** section to refresh your memory about alarms and enemies inhabiting these **locations**. Then consult Cult Outpost Mission: **U.S. Auto** for advice on liberating it.

TALK to Merle

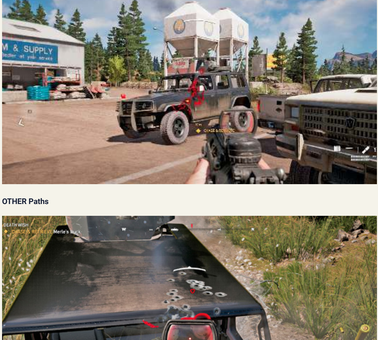
After you liberate **U.S. Auto**, Merle turns up, but his prized truck doesn't; the cult has taken it. However, as it's a thirsty beast, the cult might be refilling it at a nearby gas station. Check the nearest one. At this point, **Side Mission: Uncrate** is available. It's worth doing now or before the final objectives, unless you want to return here later.

GO TO Golden Valley Gas

TAKE CONTROL of Merle's Truck

CHASE AND RETRIEVE Merle's Truck

Drive west in a chase vehicle of your choosing, something that is nimble, reasonably **heavy**, and can navigate dirt tracks. As you reach the gas station, you'll spot Merle's truck at the pump. It's being driven by a heavily armored foe. There are around five other enemies and a dog, and the truck leaves the gas station after around 20 seconds, or once you're discovered. A rapid respond is needed:

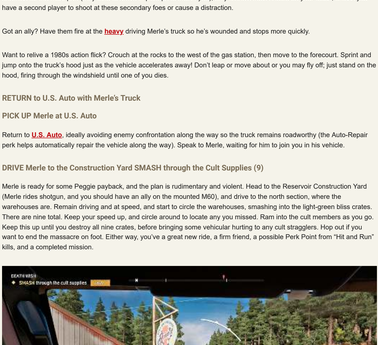


OPTIMAL Path

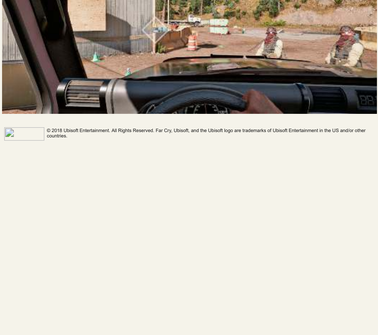
Remain in your vehicle so you're seen, and the **heavy** weapons enemy starts the truck. Then give chase, down along Redler Creek and up to Red's Farm Supply. Then the foe heads north up the dirt road, passing St. Isidore School and usually heading left, and then south along the main road to the gas station again. If you haven't apprehended the vehicle by this point, you're doing something wrong.

Cut off the truck. The first real opportunity is when the foe makes a sharp left turn at Red's Farm Supply. Shunt and block the vehicle, then aim all your rapid-fire weaponry at the helmet of this heavily armored foe, using any nearby **vehicles** as cover. Keep going until he drops.

If he gets out of the truck, it's usually better to *run* him over, then e-brake and run him over again until he's dead. This dude is tough! After that, simply drive the truck back to **U.S. Auto**.



OTHER Paths



Here's what doesn't work: Shooting the driver at the gas station; you're usually swarmed by foes and a dog before you can fire enough bullets into the head of the **heavy**. His armor means he takes at least five to six high-powered sniper rifle shots to the head before he keels over, so slaying the foe at the gas station is possible but incredibly difficult (ease this difficulty by having a second player firing, too, catching the **heavy** in cross fire).

In addition, don't use RPGs, explosives, or other projectiles, as you want the truck in one piece. Firing through windows is okay, though.

Be sure you're accelerating hard and fast, and shunt the truck into a spin or off the road as quickly as possible. Ignore other enemies for the most part (they tend to arrive in pickups to thwart you); only Merle's truck should be your focus, unless you have a second player to shoot at these secondary foes or cause a distraction.

Got an ally? Have them fire at the **heavy** driving Merle's truck so he's wounded and stops more quickly.

Want to relive a 1980s action flick? Crouch at the rocks to the west of the gas station, then move to the forecourt. Sprint and jump onto the truck's hood just as the vehicle accelerates away! Don't leap or move about or you may fly off; just stand on the hood, firing through the windshield until one of you dies.

RETURN to U.S. Auto with Merle's Truck

PICK UP Merle at U.S. Auto

Return to **U.S. Auto**, ideally avoiding enemy confrontation along the way so the truck remains roadworthy (the Auto-Repair perk helps automatically repair the vehicle along the way). Speak to Merle, waiting for him to join you in his vehicle.

DRIVE Merle to the Construction Yard SMASH through the Cult Supplies (9)

Merle is ready for some Peggie payback, and the plan is rudimentary and violent. Head to the Reservoir Construction Yard (Merle rides shotgun, and you should have an ally on the mounted M60), and drive to the north section, where the warehouses are. Remain driving and at speed, and start to circle the warehouses, smashing into the light-green bliss crates. There are nine total. Keep your speed up, and circle around to locate any you missed. Ram into the cult members as you go. Keep this up until you destroy all nine crates, before bringing some vehicular hurting to any cult stragglers. Hop out if you want to end the massacre on foot. Either way, you've a great new ride, a firm friend, a possible Perk Point from "Hit and Run" kills, and a completed mission.

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John's Region: Holland Valley

Story Mission: No Means No

- **Prerequisites:** Locate and fire at John Seed's "Power of Yes" billboard
- **Rewards:** Medium Resistance (Holland Valley)
- **Details:** John Seed's "Power of Yes" billboard is a real eyesore in the scenery. Maybe remove it?

MISSION Commencement

Your friendly **survivalist** Dutch has a mission related to this region, but contact with the old coot is available only over radio. The mission begins after you find the "Yes" billboard, which is located in the northwest reaches of the west hills, close to the boundary with Whitetail Mountains. You can either hike here or take a helicopter. Fire at the sign with a **heavy** weapon or projectile of your choice (an RPG is recommended), and Dutch pipes up.

DESTROY the "Yes" Billboard

Dutch encourages you to destroy this giant piece of propaganda, which is easier said than done. You can use projectiles, though you may run out of rockets, and other weapons are not effective. Expect to burn through at least four to six rockets per letter; so 15+ RPG rockets for the entire sign. Grenades and small-arms fire don't work on the sign, but heavier **machine guns** do.

Another helpful option is to pilot an **aircraft** (ideally a helicopter, which can hover) with a machine gun you can fire. This makes short work of the hike to get to the sign, as well as the sign itself.

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John's Region: Holland Valley

Side Mission: Uncrate

- **Prerequisites:** Liberate **U.S. Auto** (Cult Outpost)
- **Rewards:** $800
- **Details:** Find and rescue the captured Resistance.

MISSION Commencement

Resistance Member

Once you remove foes from **U.S. Auto** (cult outpost), speak to the indicated Resistance member, who requests you find three prisoners locked up somewhere in the grounds of this location.

LOCATE the Prisoners (3)

This is relatively straightforward, as each prisoner's location is indicated on the guide map of **U.S. Auto** earlier in this mission walkthrough. Find a prisoner inside the yellow container in the northeastern part of the location; shoot the lock to open the container. Find the second prisoner locked in the office bathroom after discovering the key on the nearby counter.

The third prisoner is inside the yellow container south of the junkyard area. However, he is dead, as there's a black bear locked in with him! This ferocious animal launches itself at you, so it's best to stand back and prepare for a bear fight. A proximity mine or a grenade lobbed in to soften up this furry fiend is a good idea. A better idea is to shoot the lock of this container from the upper ridge to the south, so the bear can't get to you.

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John's Region: Holland Valley

Side Mission: Stunt Activity—Baptism Of Fire

- **Prerequisites:** None
- **Rewards:** Rocket's Red Glare (Vehicle), $2,000
- **Details:** Race through the checkpoints before your car and body are consumed by flames.

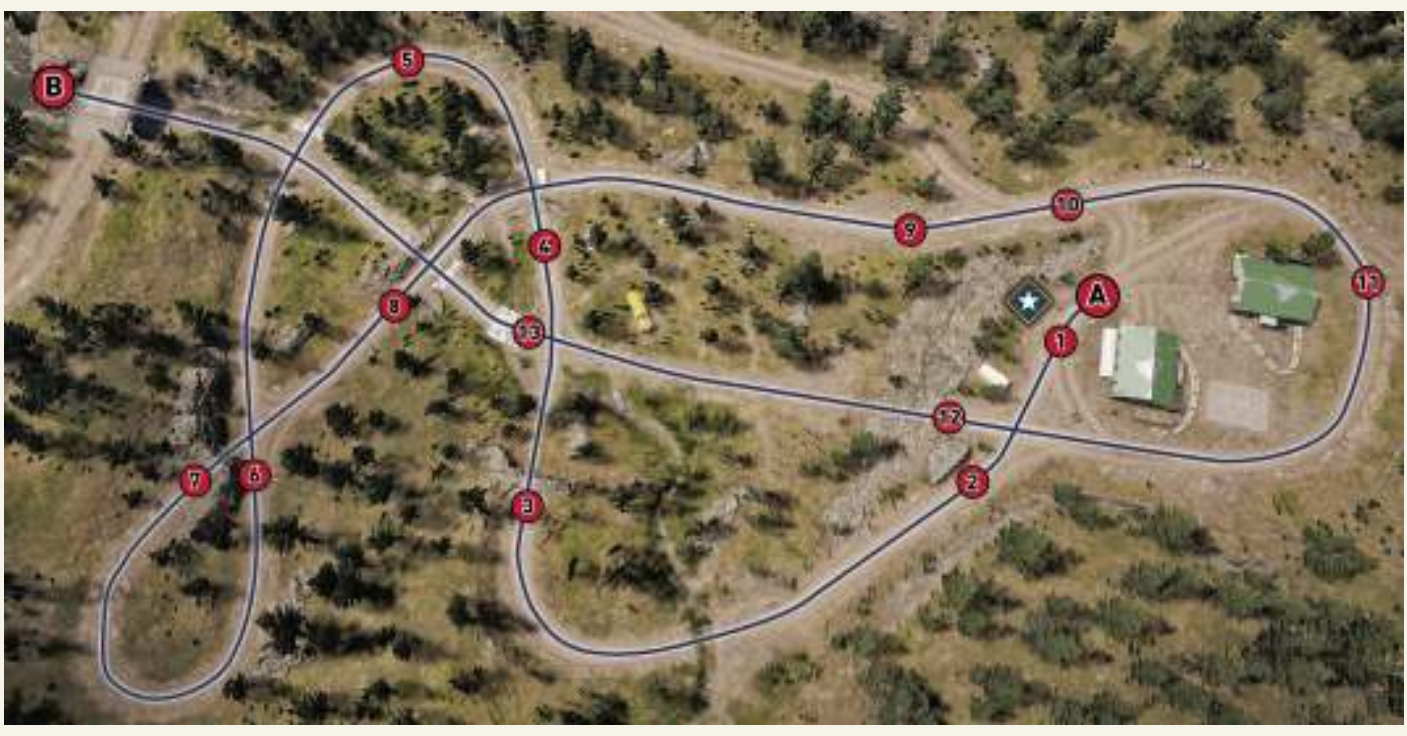
MISSION Commencement

Clutch Nixon

Locate and, ideally, clear the Reservoir Construction Yard of enemies. Then find the patriotic shrine to the infamous Clutch Nixon, the near-mythical daredevil. When you're ready to become a legend born in fire, accept the mission on the plaque.

PASS through the Checkpoints Before Time Runs Out

The plan is both simple and dangerous: just drive from point A to point B, ensuring you maneuver through each of the smoke circles (1 - 13) in the order shown on this map. You start with 25 seconds on the clock. You receive +5 seconds for each circle you drive through. If your timer ticks down to zero, you and your vehicle explode.



Remain on the dirt road and accelerate hard, but don't make any severe left or right turns or you may spin out. Aim directly at each smoke circle, and look for the next circle ahead of you, rather than the one you're about to drive through, so you can line yourself up properly. Expect to complete this mission competently with around 14 seconds left on the clock.

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John's Region: Holland Valley

Side Mission: The Judge Moose

- **Prerequisites:** Liberate Green-Busch Fertilizer Co. (Cult Outpost)
- **Rewards:** $800
- **Details:** The cult's failed experiment is on the loose. Find the Bliss-soaked moose and kill it.

MISSION Commencement

Resistance Member

Having removed cultist threats from the Green-Busch Fertilizer Co. (cult outpost), find a Resistance fighter outside the store with a mission for you: a **hunting** job to track down and destroy a mad moose.

FIND the Judge Moose

The moose is grazing on the southern edge of this region, along with its emaciated brethren. They are at a river inlet across the main river, south of **Kellett Cattle Co.** (cult outpost) and the dock south of there.

KILL the Judge Moose

There is a pack of moose here, though all but the glowing-eyed Judge Moose are figments of your imagination due to the Bliss in the air. Shoot at the imaginary moose until they disappear in a puff of smoke and the moose are whittled down to the real one. Pepper it with large-bore gunfire, grenades, and other favored big-game **hunting** weapons (if you packed light, there's an MG near a fallen Resistance member you can use). Note the damage rating next to the objective, so you know how wounded it is. Don't forget to skin it once you've killed it!

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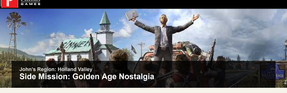


John's Region: Holland Valley

Side Mission: Golden Age Nostalgia

- **Prerequisites:** None
- **Rewards:** $2,000
- **Details:** Nadine wants to track down her grandfather's collection of comic books.

MISSION Commencement (1)

Nadine Abercrombie

Journey to the Dodd residence, located in the hilly and wooded area south of the orchards. Find Nadine Abercrombie in the junk-filled grounds just off the main dirt road. She explains that she's hoping you'll find all 12 of her grandpa's comics so she can sell them. They're scattered throughout Hope County.

MISSION Commencement (2)

Alternatively, you can stumble across any of the 12 comics scattered around Hope County, collect them all, and then visit Nadine; this mission begins when you grab your first comic or speak with Nadine.

FIND All the Comic Books (12)

Your **world** map (and this guide's Atlas) chapter now features a new icon—comic book. This appears when you're close to finding a comic book at a particular location. All are specific (there are no random comics), and there are three types: **Vietnam**, **Wars**, and **Zombie** (pictured). We detail where you can find all of them. Collect them in any order you like.

You can also purchase a map showing the location of all these items at a shop.

COMIC BOOKS: Holland Valley (3)

#1: BOYD RESIDENCE (VIETNAM COMIC)

The nearest comic to Nadine is at the Boyd residence northwest and across the dirt road from the Dodd residence.

Find it on the bed, inside the cabin.

#2: PARKER LABORATORIES (MARS COMIC)

Search out the eccentric inventor Larry Parker at his laboratory west of Fall's End.

Enter the main mobile home structure in his compound, and find the comic on a desk inside.

#3: BRADBURY FARM (MARS COMIC)

You must obtain the last comic in Holland Valley via some careful maneuvering in the main barn of Bradbury Farm, west of the crop circle.

Climb up the hay and crates to the upper hayloft, where there's a small distillery and a comic on an adjacent mattress.

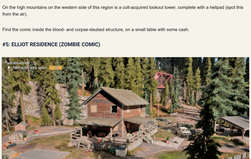
COMIC BOOKS: Whitetail Mountains (3)

#4: JEFFERSON LOOKOUT TOWER (ZOMBIE COMIC)

On the high mountains on the western side of this region is a cult-acquired lookout tower, complete with a helipad (spot this from the air).

Find the comic inside the blood- and corpse-daubed structure, on a small table with some cash.

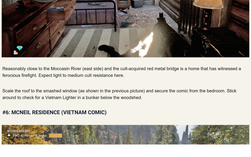
#5: ELLIOT RESIDENCE (ZOMBIE COMIC)



Reasonably close to the Moccasin River (east side) and the cult-acquired red metal bridge is a home that has witnessed a ferocious firefight. Expect light to medium cult resistance here.

Scale the roof to the smashed window (as shown in the previous picture) and secure the comic from the bedroom. Stick around to check for a Vietnam Lighter in a bunker below the woodshed.

#6: MCNEIL RESIDENCE (VIETNAM COMIC)



John's Region: Holland Valley

Story Mission: Razing the Steaks

- **Prerequisites:** None
- **Rewards:** Master Blaster (Perk), Medium Resistance (Holland Valley)
- **Details:** Zip believes the Project at Eden's Gate is a government-led farce. The truth is in the Bliss, a chemical being used on farm animals to subdue people's minds.

MISSION Commencement

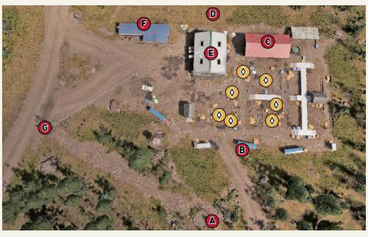
Zip Kupka

Find Zip busily torching his own dwelling at the Kupka Ranch, along the river in the southeastern part of Holland Valley. Talk to him, and he babbles somewhat incoherently about government conspiracies. Still, he seems to want to defeat the Project at Eden's Gate, starting with their animal experimentation stockyard.

FOLLOW Zip GO TO the Stockyard

It's a simple matter of riding shotgun in Zip's pickup, hopping in the back of the cargo bed, or using your own vehicle to follow him to the grassy meadow close to the Flatiron Stockyards—your intended **combat** location. It's due north of Zip's place.

KILL All the Drugged Animals (7)



Zip brings his flamethrower to a cluster of boulders on the south side of the stockyard (A), which is where your **assault** begins. The seven animals are clustered in the pens and cages within the central part of the yard. Expect a variety of animals, from boars to wolves. They aren't initially hostile.

Expect around 10 enemies, including both a VIP and a sniper. All are scattered around the yard, usually on the metal walkways, near the main metal warehouse (B), or close to the western front of the yard (west of G). With this many enemies, a clandestine approach would be appropriate. Alas, Zip usually starts setting fire to the place before you have a chance to formulate a plan!

OPTIMAL Path

Optionally hold Zip back from starting his inferno, and creep clockwise from (A) around to the small green hut in the southwest corner of the pens (south of G). Choke out a foe here, crouch, and cross to the west side of the metal warehouse (B). Throttle another foe without raising the alarm. Then climb up the warehouse ladder to the roof.

From here (B), strangle the sniper, then start a systematic culling of both enemies and animals. You're relatively safe here and Zip can cause distractions below. You can lob projectiles or shoot animals without being gored by them. Just watch for enemy stragglers climbing the ladders to this roof, and don't fall through the skylights!

OTHER Paths

Tag all the foes with your **binoculars**, then feel free to cover Zip from the boulders (A). Snipe foes from here. There's ample room to lob projectiles in and cause havoc.

Rushing into the pens area is a recipe for disaster, as there's flammable gas, explosive canisters and barrels, and Zip's flamethrower, which sets fire to the hay, enemies, animals, and yourself. If you must make a direct approach, hide behind the blue hay trailers (C), so there's a modicum of protection.

Creep counterclockwise around the wooded perimeter; this way you can climb the low rooftops of the two hay barns to the northeast and use the larger one to crouch on and fire down from (D).

You can also reach the main warehouse (B) by circling around the perimeter and heading to either exterior ladder from the grassy area near the silo (E).

Shoot both the explosive canisters and Bliss barrels to create an inferno of confusion. Just make sure you're outside the blast radius! Also shoot the cages of the wolf and bear so they exit and maul the enemies; then defeat them afterward.

COVER Zip While He Plants an Explosive

The start of this mad mission involves you checking the road to the west as Zip plants some mines. Feel free to drop some yourself if you have any; plant them close to the large refuse container just east of the billboard (A).

A better plan is to seek higher ground for the incoming enemy reinforcements; regroup with Zip first and then move to the top of the main warehouse (B) or the interior of the warehouse, using the windows as cover. Or, climb atop the blue-roof office trailer (C). You can also climb the water tower directly south and across the yard from (B) or sit atop the roadside billboard (A). All are great places to tag incoming foes without being burned (literally).

After you set the booby-trap, Zip is a little perturbed to see the cult is using a small herd of cattle to soak up the damage before they arrive. He brings out the flamethrower and starts frying some steak! You should start to pick off enemies you can see.

ELIMINATE the Reinforcements

Expect around eight foes, including a few in a truck that appears shortly after the cattle stampede. Use grenades, other projectiles, and quick execution bursts from your favored vantage point. When only two or three enemies are left, regroup with Zip and massacre the rest of them.

The mission then concludes with a lament by Zip at the sheer number of animals you've both slain.

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John's Region: Holland Valley

Story Mission: Blow Their Mine

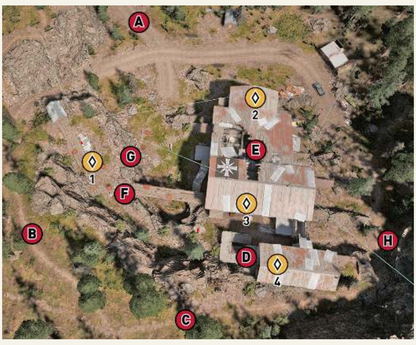
- **Prerequisites:** Complete Story Mission: Razing the Steaks. Optionally bring additional ammunition, especially projectiles.
- **Rewards:** Dynamite (Enhanced Recipe), Medium Resistance (Holland Valley)
- **Details:** Zip says the government funds the Project at Eden's Gate through an old gold mine whose veins aren't as dry as we think. Kill the cash flow and it'll all be over. Right?

MISSION Commencement

GO TO the Gold Mine

Start this mission by speaking with Zip Kupka again. He reckons the source of the cult's wealth comes from the old Catamount Mines in the wooded hills southeast of here. Hop in a vehicle and head there.

RIG the Four Gold Crates with Explosives (4)



The mine is set into a quarry and hillside to the south. There's currently around eight enemies dotted around this mine complex. Driving in from the main dirt road A simply reveals yourself to the enemy and isn't recommended.

OPTIMAL Path

Instead, take the western trail A that runs around the mine's perimeter to the upper cliff path B, where you can silently dispatch a patrolling foe. From here, you have a commanding view of most mine structures and can easily access the four gold crates (1– 4). Remain close to the mounted machine gun near the upper shack A, and place the first charge at (4). Then head into the main interior structure A, place the second and third charges at (2) and (3), before finally walking the rusty mine cart bridge A to plant the final charge near the second mounted machine gun (1).

Throughout your placement, you should be tackling enemies one or two at a time. Make a thorough sweep of the entire area, using your binoculars and compass (top of the screen) to check for foes, ensuring no enemies are here prior to prepping three of the four crates.

Important!Don'tprepthelastcrateyet! It's most helpful to make sure you learn the topography of the area first, as you'll be defending these crates during your next objective. Prior to rigging your last gold crate, and after defeating all foes, perform the following optional preparatory maneuvers:

OPTIONAL Preparations

Plant ground explosives on the main road and in the parking turnout just south of B.

Plant ground explosives on the ground near each of the rigged charges, so any enemies trying to deactivate them (during the next objective) are blown up, essentially giving you a "free defense" for each crate.

Learn the access points for this location. For example, the upper mine tunnel behind (1) is a dead end, but the lower mine tunnel A winds around and allows access into the main building A. This isn't usually used (as it takes too long to travel), but it's helpful if you find yourself outgunned and outside and need to rush the main building.

The main building A has a few levels and some rickety plank flooring to navigate. Learn how to quickly move up, down, and around this structure, as it's where you'll spend most of your time while defending the crates.

Know how to quickly reach the upper two crates—(1) and (4)—usually via the ladders and scaffolding attached to the rusty mine cart bridge. But you can also exit the main building and sprint up the eastern side trail A; this is normally not accessed, as it's out of the way and has a height disadvantage when battling foes.

Learn the grapple spots and zip lines that allow access to and from the main structure. However, don't use these during the firefight, as they usually take you away from the action or make you easily spotted.

Also learn to access the structure's roof, usually from the southern upper trail A, to get onto the smaller upper shack east of A. Or climb the scaffold platform between the upper shack, attached to the main structure.

PREVENT the Cultists from Defusing the Bombs (04:00)

After you rig the last of the crates, a timer begins and more reinforcements begin to arrive. Expect quad, truck, flatbed, and infantry foes to swarm the mine works, mostly incoming from the north road A. You should have adequately prepared for this eventuality. However, as the countdown progresses, expect more foes and a helicopter to attempt to thwart your progress.

OPTIMAL Path

Begin on the high ground, ideally on the roof of A. You have protection, and you can easily see or reach all four crates quickly. If the foes breach (1), lob a grenade, shoot the explosive canister or barrel, or shoot the foes from this vantage.

If (2) is breached, you can fire down through the holes in the roof or lob a grenade. If (3) is breached, drop down through a hole or the south alley between A and A and execute; then use the scaffold platform to reach the roof again. If (4) is breached, lob a grenade or fire through the open window. When the chopper arrives, aim at the pilot immediately and shoot him, and the helicopter leaves. Keep this up, with some possible variations and maneuvering into the structure if you start getting overwhelmed. You can manage this defending without a second ally. Watch for foes climbing up the scaffold platform behind you, though.

OTHER Paths

This objective is extremely chaotic, and you may be tempted to immediately rush to a crate that's being defused. But hang back; it takes time for the foes to deactivate an explosive, and you can "reactivate" the crate afterward anyway. As long as you have one working explosive, this mission does not fail. This allows you to more easily guard one or two locations.

There's no need to physically rush to each location, especially the crate by the upper mine tunnel (1). Use projectiles or ranged weaponry, or fire at explosive scenery instead.

Mounted machine guns have limited pivoting range, making them cumbersome compared to your other weapons. Use the one near the mine tunnel crate (1) to demolish the incoming vehicles or chopper if you must.

Rig the rusty mine bridge and deck at A with explosives so foes rushing these heavily trafficked areas are blown sky-high.

Another option is to hole up at the western trail A close to the rocks above the mine tunnel crate (1); you have good views of the open windows, though not all of the interior crates. Still, you can launch RPG rounds into the main buildings. This is a good spot for an ally to back you up from.

MOVE OUT and Get to a Safe Spot

When the counter reaches zero, ensure all four explosives are active at each crate, and then disengage the enemy, fleeing away from the location. Head toward the main dirt road A if you want to look and see the mine structures go up in a massive series of explosions. Zip's whooping and hollering over the radio indicates the mission was a success.

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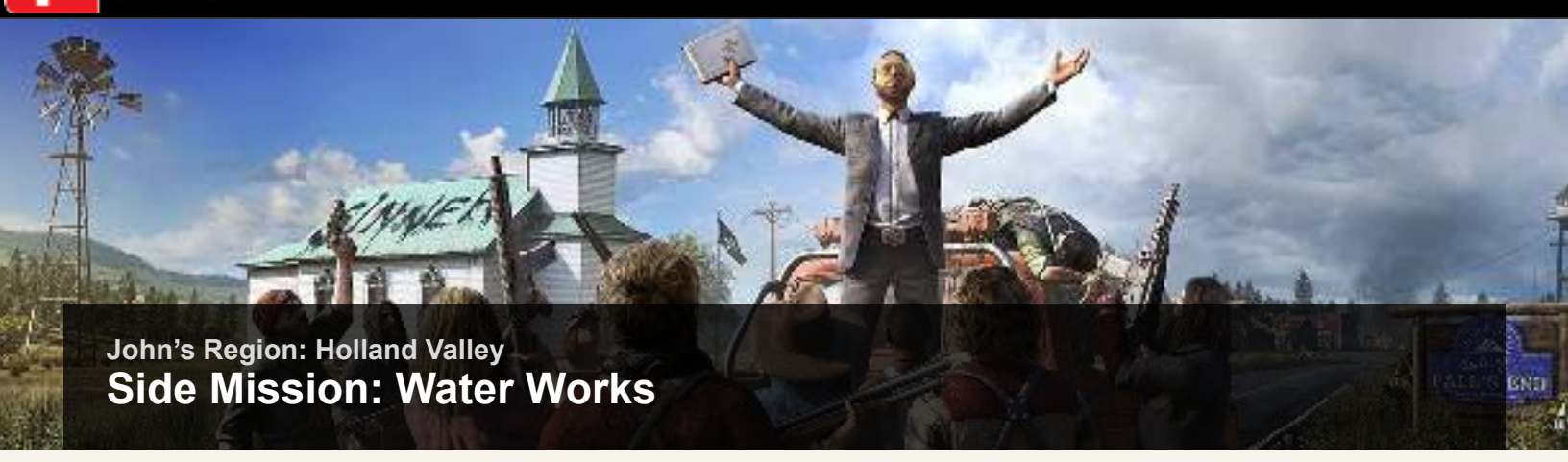

John's Region: Holland Valley

Side Mission: Water Works

- **Prerequisites:** Liberate **Sunrise Farm** (Cult Outpost)
- **Rewards:** $800
- **Details:** Find the irrigation pieces in the location.

MISSION Commencement

Resistance Member

After you free the citizens of **Sunrise Farm** (Cult Outpost) from the yoke of oppression, chat to the Resistance fighter with a mission. There's three pieces of irrigation pipe that require you to retrieve and install. Find them in any order.

RETRIEVE the Irrigation Pieces (3)

Due to the location of the northernmost piece, it's worth collecting them in the following order:

Head to the burned-out structure behind the general shop. Climb to the remains of the upper floor and grab the pipe.

Grapple to the top of the large red barn. Shoot the pipe lodged into the wind turbine mechanism until it falls to the ground. Grab it!

Sprint to the pickup and jump onto the attached flatbed to grab the last piece. If you're too slow, the truck drives away. Give chase and commandeer the vehicle to stop the driver.

PLACE the Pieces to Repair the Irrigation (3)

With all three pieces gathered, simply return to **Sunrise Farm** and insert them into the aboveground irrigation pipes in the pumpkin field.

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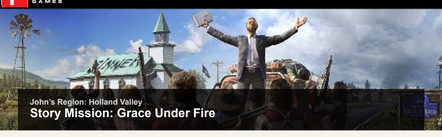


John's Region: Holland Valley

Story Mission: Grace Under Fire

- **Prerequisites:** None
- **Rewards:** Grace Armstrong (Guns for Hire), Medium Resistance (Holland Valley)
- **Details:** The Project at Eden's Gate is attacking the Lamb of God church. Help Grace defend the graves of the fallen soldiers who have inspired the Resistance.

MISSION Commencement

Grace Armstrong

Before embarking on this mission, it's worth stocking up on ammunition, plus a favored fast-firing weapon (ideally a rifle) that you use for taking down multiple enemies over a protracted time period. Couple that with a sniper rifle and you'll be all set.

You receive a taste of this mission when you first discover the Lamb of God church on the western side of this region. Grace Armstrong is holed up in the steeple, repelling around six enemies. Follow behind the enemies, approaching from the southeast and dropping them while Grace snipes them. This is relatively simple, and you can use projectiles too.

Before meeting Grace and starting the mission, thoroughly inspect the church and the grounds. Check inside the church, the small boarded-up shed (southwest corner) with loose window boards on the west side, and the church roof for ammunition and a sniper rifle. Also prep areas away from the three mausoleums with proximity mines. A couple of good spots are along the north-south road (,).

Now talk to Grace. She needs help, as waves of cultists are soon arriving to desecrate the graves of some good, patriotic soldiers, her daddy among the buried. You have a few moments to take up a defensive position and learn where each mausoleum is located.

DEFEND the Central Mausoleum

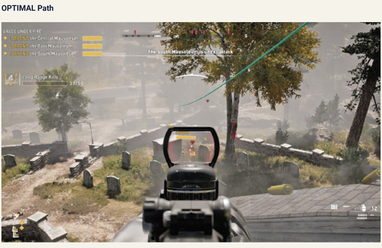
DEFEND the East Mausoleum

DEFEND the South Mausoleum

You must now stop enemies from reaching the three mausoleums , as any foe heading there begins to chip away at the grave, wearing it down until it's destroyed. This takes a while, so it's not imperative you remove each foe immediately, but make them priority targets. This mission does not fail until all three mausoleums are destroyed, so you can technically ignore two of them. But where's the patriotism in that, Deputy?

Instead, figure out a preferred location to fire on the incoming foes, who appear in waves of between five and eight. Expect this combat to last for a while and for Grace to tag enemies, too, mainly those in the northern part of the combat zone.

OPTIMAL Path



Start by standing on the church roof at and looking for enemies heading up from the lower rocky ground at or parking a quad or pickup along the north-south road at or . Grace will let you know the compass direction so you have a better idea of where to expect foes. Then optionally (and quickly) tag the enemies using your binoculars.

Enemies may use smoke grenades, so staying above the smoke is a good idea. However, once you drop to the ground, remain in the middle of the mausoleums , enabling you to quickly deal with any and every threat. Use the low walls and other gravestones as cover.

The two outer mausoleums (east and south) are most at risk. Sometimes foes run in from the woods to the west , but most attackers swarm up from , , or . Don't expect anyone heading in from the north woods , but if they do, just wait at and dispatch them.

When the foes first appear, lob in a grenade to soften them up before they split apart, especially those arriving by pickup at and . Snipe any foes you can easily see at range. Then pivot left and right to constantly check the outer mausoleums aren't being destroyed. Dispatch foes with rapid-fire headshots.

Don't rush foes to the southeast or east; others can easily sneak by and start whacking the graves you're tending. As the fierce battle reaches its end, expect one or two flamethrower enemies to arrive; blast them in the head, or explode their tank away from the mausoleums so they don't easily destroy them. Even strangling or punching these foes is a reasonable plan.

As long as you use cover and keep your head on a swivel, the battle is relatively easy to win.

OTHER Paths

Another location you can snipe from is a wooded rock outcrop to the south , which offers good views of the mausoleums, but it isn't quite as flexible in terms of catering to foes heading up from .

Though RPGs, explosives, and other area-of-effect weapons are a terrible idea to use near the mausoleums, employ them when foes first venture up from the southeast woods , or park their vehicles on the road and .

During a lull in the fighting, leave proximity mines beyond the outer wall of the churchyard that runs north to south, near the dirt pathway, to soften up foes as they advance.

Got a friend? Then get them up the metal tree platform just north of , which offers great views of the foes approaching from the road and is far enough away from the mausoleums for them to use explosives. However, this isn't a good spot if there's only one of you; you're too far from the graves you're defending.

TALK to Grace

Once the final cult member has either been slain or fled, Grace descends from the church steeple. Speak to her and she thanks you, agreeing to become a gun for hire wherever you need a quality sniper. The mission now concludes, though Side Mission: Exodus is now active if you speak to a Resistance member once they arrive here.

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John's Region: Holland Valley

Side Mission: Exodus

- **Prerequisites:** Complete **Story Mission: Grace Under Fire**
- **Rewards:** $800
- **Details:** Stop the Project at Eden's Gate from performing baptisms at the Lamb of God Sacristy.

MISSION Commencement

Resistance Member

Once you've helped Grace Armstrong hold off enemy forces at the Lamb of God church, speak to one of the **Resistance fighters** that arrive. Then head down the south trail.

REACH the Location

SAVE the Hostages (3)

Cross the wooden bridge, stopping at the rocky cliff with the zipline, and peer down to the Lamb of God Sacristy below. Tag the five foes (one is a VIP at the water's edge), and then execute a series of clandestine takedowns. Zipline down behind the sacristy building, choke out a foe by the south hostage, and dump him in the long grass or in the building. Then watch patrol routes and crack necks one at a time. The VIP is likely to hear you as you melee-strike the last of the regular foes, so execute him with a headshot. Only then should you free all three hostages.

ESCORT the Resistance (3)

The three hostages have weapons and handle themselves like soldiers, but they still require you to escort them southwest, along the grassy trail by the riverbank. Expect four enemies to head up from the south; tag them with your **binoculars** early, then spread out and have everyone cut them down. Focus on two foes in a dinghy and another couple of stragglers in the grass.

Cross the river by dinghy or by swimming, then use the trees to hide behind as you whittle down four last foes. Make the sniper in this quartet a primary target. Now wait for your team to catch up, taking point so you can clear the trail of any black bears; you don't want them mauling a Resistance member just before you arrive! The mission concludes at the campsite. You can lose up to two of the three hostages and still finish this mission.

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John’s Region: Holland Valley

Story Mission: Free Larry

- **Prerequisites:** Locate Parker Laboratories in Holland Valley
- **Rewards:** None
- **Details:** Find a way to free Larry from his experiment.

MISSION Commencement

Larry Parker

Find Larry at Parker Laboratories, west of Fall’s End. It seems he’s managed to trap himself in a crackling energy field of arcing electricity.

DEACTIVATE the Generators (3)

The energy field needs to be shut off, which is easily achieved by finding the three red portable generators dotted around Larry’s property and interacting with each one to deactivate it. Follow the blue power cables if you’re having trouble finding each one.

This concludes the mission. Feel free to check his dwelling for items, including a collectible comic.

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John's Region: Holland Valley

Side Mission: The Hero's Journey

- **Prerequisites:** Complete **Story Mission: Free Larry**
- **Rewards:** $2,000
- **Details:** Larry has enlisted your help to destroy the "listening devices" on the Purpletop Telecom Tower. Watch your step; it's a long way down.

MISSION Commencement

Simply speak to Larry again to start this side mission, in which a paranoid Larry tells you that unknown forces have bugged a nearby tower with listening devices. Help Larry by removing these devices.

GO TO the Purpletop Telecom Tower Near Fall's End

This 60-meter-tall telecom tower is located east of Fall's End. Expect three or four foes here, as well as a wolf trapped inside the small locked fence surrounding the transformer and tower base. Be sure you've unlocked your Grapple perk before assaulting this structure.

Assaulting the base of the tower is straightforward. Expect light enemy resistance and additional foes approaching from the fields and dirt road as you neutralize cultists and the wolf inside the fenced area.

Check the tower grounds from the wooded area across from (and west of) the tower. The pasture field is good to crouch and hide in for stealth takedowns. Shoot the wolf before opening the locked gate (or lure it away with meat, or grapple up from outside the fence). Shoot the lock off to access the tower base, or unlock the chain lock if you've acquired the Locksmith perk.

Destroy Satellite Dishes (5)

Grapple and ascend to the first platform. Climb two ladders to reach the third platform. Look up to target and shoot the first of the five dishes. Grapple and ascend to the fourth platform. Shoot a second dish.

The last three dishes are trickier to destroy, as they're at the tower's top and the ladder doesn't go all the way up. Fortunately, Larry arrives in his chopper, giving you the extra height you need. Grapple to snag your hook on his landing rail and ascend (don't enter the chopper). As you swing back and forth, look at the small metal platform atop the tower, then release and land on it. Then shoot out all three dishes.

(Optional) GRAPPLE onto the Helicopter and CLIMB In

With the dishes destroyed, you can repeat the grapple technique, snagging Larry's helicopter and pulling yourself into the chopper this time. Recover while Larry flies back to his compound. Or you can descend the tower (ideally via zip line) and head back on foot or in a ground vehicle.

SECURE the Area.

DEFEND the Area While Larry Lands.

Around six cultists are swarming Larry's trailer and grounds, forcing you to drop out of his chopper (if you're riding with him). You must secure the area, which means sweeping the premises and nullifying the Project at Eden's Gate members trespassing on the property.

OPTIMAL Path

Approach from the woods to the southwest or the main driveway and try to silently dispatch as many foes as possible. When you're discovered, there's plenty of cover; stay mobile and sweep in a circular route around the main building, gunning down foes until you defeat them all. Then guard the dirt ground to the east while you wait for Larry to land there. The mission then concludes.

OTHER Paths

Surreptitious takedowns along the perimeter barbed wire fence in the wooded area between and allows you to tag foes before you're discovered; then enter near the small hut at and finish off the foes.

Sniping opportunities occur at the highest point of the low wooded hillock between and . Dart between the trees as you tag foes.

Or you can snipe from the roof of the separate garage structure across the road to the south of the compound (not shown on the adjacent map).

If you want to access the ladder to the main building's roof, approach from the windmill and creep across to the ladder or to the open door if you want to use the house for cover.

You can create a distraction by detonating the red gas canister or the propane tank, though a spreading fire isn't the best way to secure this area!

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John's Region: Holland Valley

Side Mission: Close Encounters

- **Prerequisites:** Complete **Side Mission: The Hero's Journey**
- **Rewards:** $2,000
- **Details:** Strange alien objects have appeared at the nearby crop circle. They must be collected in order to study an interplanetary foe…According to Larry.

MISSION Commencement

Speak with Larry, and he reveals some shocking information regarding a possible alien incursion at the Bradbury farm due west of here. He reckons there are four alien objects that have appeared in the vicinity, and you're here to collect them all.

REACH the Crop Circle

The four alien objects look like glowing turquoise balls of light. Collect them in any order you like. Head over to the farm at any time of day, though the balls glow after dark, making them easier to spot. Also listen for the strange pulsing sound the objects make as you close in on them. As soon as you reach the large field (with minimal cultist problems), you appear inside the "search zone" and the collection begins.

Collect Alien Objects (4)

Alien Object#1: A small herd of dead cows lies in the southeastern part of the crop circle, near a pickup truck. Expect a small band of cultists here. All the cows are glowing, but one has seemingly pooped the object before it expired. Nab it!

Alien Object#2: Head to the Bradbury Farm and inspect the tall grain silo and two smaller silos. Climb the ladder of the lower silo, leap to the roof of the second smaller silo, then leap to a ledge and ladder on the exterior of the tall grain silo. Work your way up and into it, then out of this grain silo to a nest on the exterior roof. Grab the object here.

Alien Object#3: Check the grass near the north-central circular node of the crop circle, near some wild turkeys. The long grass of the pasture field holds another object. It may also be inside the cut grass of the circle where the turkeys are gobbling.

Alien Object#4: Find the northeastern circular node of the crop circle, by the parked tractor, where a playful dog is gnawing at the object, near some crates. Sometimes the pup runs off with it. Either gun the dog down or wait for him to return to the tractor and drop the object. Return to Larry, who's thrilled with your findings and his own tinkering. The Dynamic Laser Capacitor is now complete. The real fun is about to begin!

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John's Region: Holland Valley

Side Mission: Out Of This World

- **Prerequisites:** Complete **Side Mission: Close Encounters**
- **Rewards:** Magnopulser (Weapon), $2,500
- **Details:** To reach Anne in outer space, Larry's teleportation device requires a lot of energy. Rerouting the power at the nearby power station should do it.

MISSION Commencement

Speak with Larry one more time; he needs some additional power to get his contraption working. Head off to the northeast toward the Hilgard Electric Power Station, which is usually devoid of enemies. For now!

OVERRIDE the Electrical Panel

Override the panel at the shed in the yard's western corner (A). Afterward, there are five switches to interact with, **numbered1–5**, in the optimal order shown. Watch for the majority of the enemies coming in on quads and trucks at the road. Station a second ally here, or set traps to explode as they try and park at (B).

Start by moving to the small shed in the yard's western corner (A), and interact with the panel inside. Unfortunately, this triggers an alarm; reinforcements arrive in around 30 seconds.

Reroute Electrical Transformers (5)

Fortunately, there's just enough time to sprint in a counterclockwise around the station grounds, flip three switches **(** 1 **,** 2 **,** 3 **)**, and then sprint for the metal tower to the south **(** 6 **)** to interact with a fourth panel switch. Then use the zip line to the switch on the north tower **(** 5 **)**, and finally zip-line south, to the small shed on the south perimeter and flee.

You can optionally stand and fight, which becomes more mandatory if you aren't fast enough, and use the elevated platform towers to rain fire and projectiles down on foes, but this is irrelevant to your mission plans.

TALK to Larry

POWER on the Generator

Back at Larry's small compound, he's got all the power he needs to launch himself into the cosmos. Simply talk to him, and when indicated, interact with the generator on his front porch. Impressively, Larry's plan works; check what he's left behind as this series of **missions** concludes.

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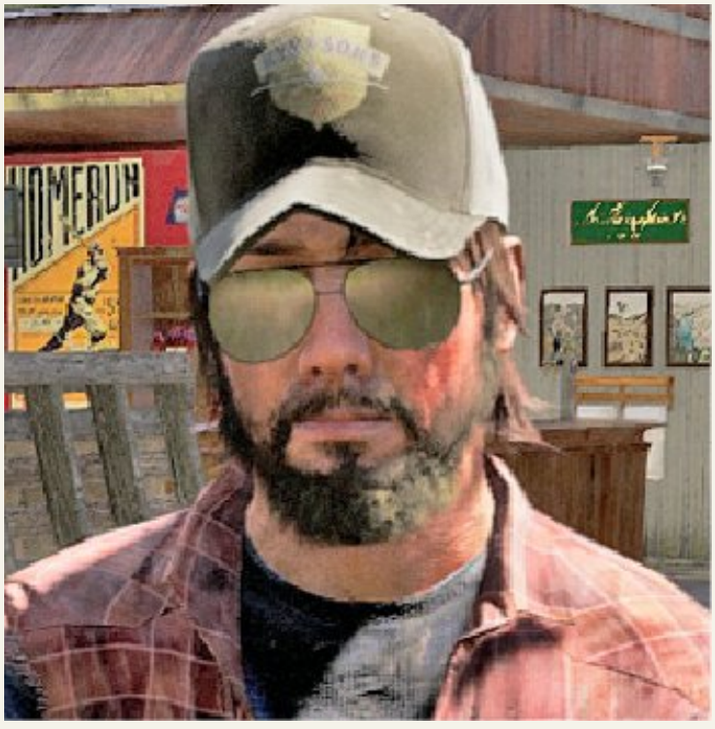
John's Region: Holland Valley

Story Mission: Wingman (Part 1)

- **Prerequisites:** None
- **Rewards:** Nick Rye (Guns for Hire), Medium Resistance (Holland Valley)
- **Details:** Nick's plane was taken by cultists before he and his wife could disappear for good. Pregnant and expecting, they need help to get out of Dodge.

MISSION Commencement (1)



Nick Rye

Locate Nick at Rye & Sons Aviation, in the southwest part of Holland Valley. It appears Nick is having more than a bit of trouble with some incoming cultists, who are attacking his hangar. Before you have a chance to speak with Nick, help him rid the vicinity of Peggies.

You'll be back and defending this airstrip later in this mission, so check out the map and tactics there for more options. For now, ensure you attempt one or more of the following plans:

POSSIBLE Paths

Grapple or climb the ladder to reach the roof of the hangar and good takedown opportunities thanks to the height advantage you have.

Lob grenades at incoming pickup trucks, and create further explosions by shooting the scattered explosive barrels, especially as foes move and hide near them.

The secondary hangars on the airstrip's west side are another location for you (or an ally) to climb onto and secure, creating good cross-fire opportunities across the airfield.

Or, you can skulk in the underground and rocks on either side of the dirt airstrip and hangar, and pick off foes from cover.

MISSION Commencement (2)

You can also ignore Nick Rye's airfield entirely and stumble upon the plane inside the hangar at John Seed's Ranch and steal it. Nick radios once you've taken off, and the mission starts.

GO TO John Seed's Ranch

Once you remove all foes in the vicinity, Nick explains that his pride and joy—a plane his granddaddy built—has been stolen. He asks to find and steal it back. This sounds tricky, but there are ways to circumvent the Cult Outpost enemies you're about to face.

Head roughly west, toward the Cult Outpost: **Seed Ranch**. There are a good number of foes in and around this complex, so it's worth studying the adjacent cult **locations** (such as the Project at Eden's Gate Greenhouse) to avoid being overwhelmed.

Your task here is to access the hangar , on the compound's western side. All other **locations**, including the alarms, are unnecessary distractions, as are any foes you encounter. If you're here to liberate the cult outpost, consult the appropriate part of this guide for this location. The following paths indicate a more clandestine approach.

OPTIMAL Path

Approach from the cliff-side gardens to the south B. Crouch on the threshold of the **Seed Ranch**, throttling enemies if they get too close. Then move through the woods to the hangar's south side, and push open the blue door at the left corner, allowing access inside.

OTHER Paths

Stealthily grapple up the radio mast A and use your **binoculars** to find most (if not all) of the enemies. Then zip-line down to the bushes by one of the alarms (ignoring them and any foes), crouching and sneaking around to the hangar.

Or, approach from the southern gardens, but climb the main compound building, then leap across to the wooden deck C and head inside. Or stay at ground level and sneak through the unlocked door at ground level.

Or, you can drive a **heavy**-duty vehicle down the airstrip, park it outside the hangar (without blocking the garage door), and head through the door to the hangar's left, near the tower.

Or, you can parachute onto the hangar's roof, then drop through the skylight.

A less ludicrous plan involves using one of the multiple ladders: on the tower's north side, attached to the hangar; the east wall with the deck C; or the south wall, near B.

Should you wish to completely clear the cult outpost of foes and complete this without any alarms being raised, consult the **Cult Outposts** section of this guide.

GET INSIDE Nick's Plane

DRIVE the Plane out of the Hangar

You can't miss the plane; it's bright yellow and takes up most of the hangar's interior. Simply situate yourself inside the cockpit by entering the plane, and the garage door automatically opens. If foes haven't spotted you by now, they hear this noise; accelerate quickly but without making any sharp turns.

FLY Nick's Plane

Nick radios in to talk you through the more nuanced flying practices as you take off. As you ascend, feel free to optionally rake any silos you see with machine-gun fire or bombs.

Follow Nick's instructions, flying the plane along the river. You don't need to fly through the center of the smoke rings, just under the top perimeter of them. This allows you to stay above the tree line and the river. Make deliberate turns and don't oversteer.

DESTROY the Project at Eden's Gate Sites

The objective changes once you fly over a road bridge (or under it if you're feeling daring). Nick requests you destroy some additional cultist sites (as indicated), and you're also able to optionally blast some more, like the additional silo at Red's Farm Supply. Be sure to destroy the following:

- A silo in the field just after the bridge.
- A tanker truck parked by a lake, just after flying over Red's Farm Supply.
- Two planes in the fields near Davenport Farm. Feel free to test out your bombing prowess on these, so you have familiarity with both types of airborne offense.

LAND the Plane

With the last target displayed, use the smoke rings to line yourself up with Nick's runway. This is close to the **Seed Ranch** runway, so don't get the two confused! Decelerate and trundle the plane to the main hangar, where Nick enthusiastically inspects his pride and joy.

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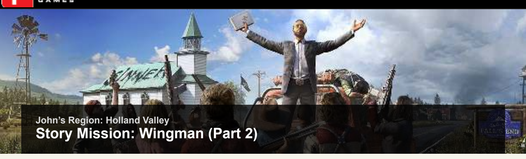
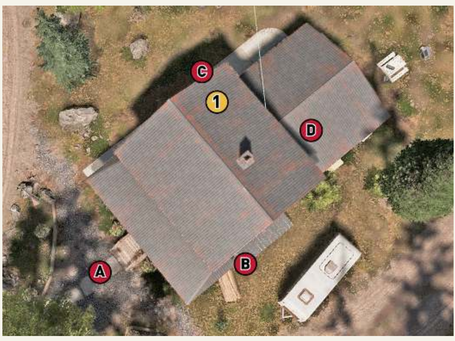


John's Region: Holland Valley

Story Mission: Wingman (Part 2)

- **Prerequisites:** Complete Story Mission: Wingman (Part 1)
- **Rewards:** Nick Rye (Guns for Hire). Medium Resistance (Holland Valley)
- **Details:** Nick's plane was taken by cultists before he and his wife could disappear for good. Pregnant and expecting, they need help to get out of Dodge.



SECURE Nick's House

The Peggies are back, and this time they're after Nick's heavily pregnant wife, Kim. Dash across to the dwelling on the eastern side and make short work of any foes in the vicinity. Use one of the four indicated methods of entering the house—the same weak spots the enemy are attempting to intrude from:

Expect the majority of the foes to enter via the dirt road, porch, and front door. Make a sweep about every 10 seconds or so to remove foes from these parts .

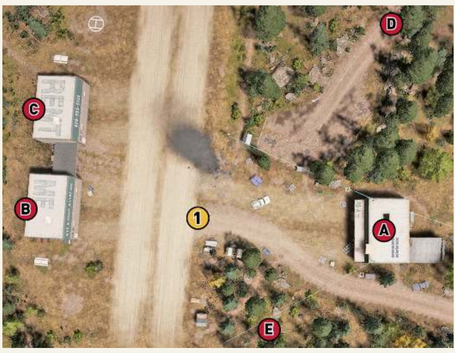
Also note the open windows on either side of the house, and , where more sneaky enemies can climb through.

The rear roof has an open window into the small hallway at the top of the stairs , enabling foes to easily bang down the door where Kim is hiding .

The optimal plan is to dart between the top of the interior stairs and the front door, killing any cult members that enter the building. Anyone outside isn't an imminent threat. Check the top of the stairs as a matter of precedence. After a couple of minutes of this (and when you've cleared the vicinity), Nick shouts at you to help him at the hangar.

SECURE the Hangar

DEFEND the Hangar



The situation at the hangar is more serious than before. Some initial foes are milling about the hangar and grounds near the airstrip . Expect reinforcement quads and pickup trucks to arrive and park in this general vicinity. Of additional concern is a quartet of enemy snipers who climb to the roof of the smaller hangars on the west side (, ,). Defeat these four, and your objective updates to one of defending the hangar.

OPTIMAL Path

Move from Kim's location along the dirt road and either grapple or climb the ladder to the hangar roof . Use previously discussed takedown tactics (lobbing grenades, shooting exploding barrels and tanks, and aiming at foes from range, behind the cover on the roof), weakening the clusters of foes on the ground.

Look for a sniper rifle (on the hangar roof) and produce your own, or sprint to a recently killed foe and secure a weapon with a telescopic sight. Quickly tag the enemy snipers on the smaller hangar roofs (, ,).

Then utilize remaining projectiles and explosive scenery to demolish the final waves of reinforcements emerging from trucks, quads, and the woods close to . Keep this up until only stragglers remain; then drop down and kill them.

OTHER Paths

Should you wish to quickly engage the enemy, and it is safe to do so, utilize the zip lines from hangar roof, to or , to the north side of the dirt road near . Do this if you're wanting to slay foes at closer range, want to sprint to the other hangars, or need ammo or other weapons.

Instead of heading directly from Kim's location, you can take the tarmac road to the south, head west, and circle clockwise around and up to the two smaller hangars at and . Climb either ladder, and stake claim to this roof before the enemy does (so you can mow them down at close range), or wait for the snipers to arrive and tackle them from behind or in the immediate vicinity.

Or, head northwest, into the woods and dirt trail leading uphill. The extra height allows you to snipe with good cover from this location .

It's helpful to prowl the wooded area to tackle foes that may be dug in or to catch foes as they exit their vehicles at .

Or, dive into an airborne craft (such as a helicopter) and rake the area from the skies.

After the battle, Kim convinces Nick to stay and fight. He becomes a gun for hire as this mission concludes.

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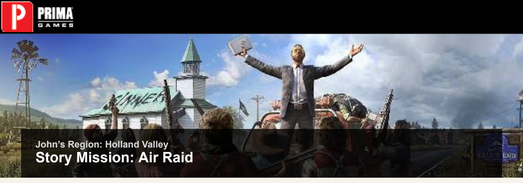


John's Region: Holland Valley

Story Mission: Air Raid

- **Prerequisites:** Complete **Story Mission: Wingman (Part 2)**
- **Rewards:** "Carmina" (**Aircraft**), Resistance Points: 600 (Holland Valley)
- **Details:** The Project at Eden's Gate is loading up fuel tankers and plotting an attack against the Resistance. Use Nick's plane to locate the threats and take them out.

MISSION Commencement (1)

Kim Rye

Parked on the runway at Rye & Sons Aviation is a yellow plane called *Carmina*. Kim radios in from her bed, letting you know the cult is planning an attack and you need to stop them—from the air! Get into the **aircraft**, taxi off the runway, and begin.

DESTROY The Cult Fuel Pump

Listen for Kim's instructions; your first attack involves the location and destruction of a fuel pump, along with two cult tankers. The Peggies usually position the pump over at Davenport Tractor Shed. Fly low and slow, and either shoot with the plane's mounted machine gun or bomb the fuel pump. Blast both tankers too; this is an easy ground target you can destroy in one pass.

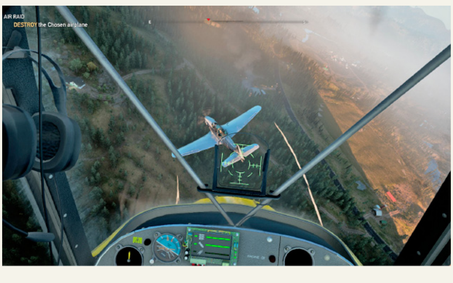
DESTROY The Convoys (2)

Your next target consists of two fuel convoys. Each one has a pickup (with a mounted gunner), a fuel tanker, and a second pickup and gunner to contend with. Fly to the main tarmac east-west road near Red's Farm Supply, and tackle the first convoy with rapid machine-gun fire. Try to take out the tanker on the first pass, along with one of the pickups. Then swing around and repeat the process, strafing the second pickup if you missed it the first time. Two passes are sometimes necessary, as you must destroy all three **vehicles**. Fly low, just above the tree line. The second convoy is using the road close to the Reservoir Construction Yard but may be elsewhere when you finally arrive to neutralize them.

DESTROY The Helicopters (2)

The Project at Eden's Gate now sends two **helicopters** to check the area; these are no match for your faster **aircraft**, especially if you approach slightly above their flight path, then dive at them with your **machine guns** blazing. Expect them in the skies in the general vicinity of **U.S. Auto**.

DESTROY The Chosen Airplane



Here comes trouble! The Project at Eden's Gate now launches an ace pilot to intercept you, and a dogfight begins! Initially, you may feel outclassed, so constantly turn and slow down in the air so you can make tighter turns than your foe, looking for the trails the enemy **aircraft**'s wings are emitting. Line yourself up behind the **aircraft**, firing at it with machine-gun bursts, but don't overheat the weapon. This battle takes patience and timing. With the foe destroyed, the mission concludes.

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Story Mission: Light 'Em Up

- **Prerequisites:** Complete Story Mission: Wingman (Part 2), destroy a cult silo from the air
- **Rewards:** Resistance Points: 200 (Holland Valley)
- **Details:** The Project at Eden's Gate is packing explosive materials in silos all over the valley. Destroy them to limit the cult's firepower and help out the Resistance.

MISSION Commencement (1)

During your exploration of this region (and only this region, the cult properties in other areas are different), you may come across a tall, red silo structure, usually with a fan or two. These are cult property silos. Once you destroy one of them and meet the prerequisites, Kim Rye radios in from Rye & Sons Aviation to encourage you to destroy the remaining silos.

DESTROY Eden's Gate Silos (14)

You can destroy any and all of these before seeing Kim in person. You can destroy these from the ground too. Or you can attempt this once you save Nick Ryk's plane and complete Story Mission: Wingman, that way the mission is actively trackable in your Journal menu. None of the silos are particularly difficult to clear, though some are tricky to find! Use a plane or helicopter to easily locate and detonate each one. Check the Atlas for map information regarding their whereabouts.

SILOS: Holland Valley (14)

To Bike Your [world](#) map and the guide's Atlas now feature a new icon. This appears when you're close to finding a silo at a particular location in Holland Valley. All are specific (there are no random silos). Note that these icons distinguish shrines and wolf treasures in the other regions.

The following information details the [locations](#) of all silos, working (roughly) from north to south:

#1: Henbane River Orchard

By the river, just southwest of Dutch's Island.

#2: Gardenview Orchard

Just north of Rae-Rae's Pumpkin Farm, in the orchard.

#3: Strickland Farm Area

Across the road from the burning farm and barn.

#4: Davenport Farm

One of the farm structures, west of [U.S. Auto](#) Cult Outpost.

#5: Hay Barn

West side of Holland Valley, south of the railroad station.

#6: Flatiron Stockyards

One of the buildings at this location.

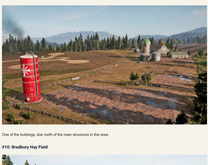
#7: Reid's Farm Supply

Close to the warehouse structure on this main road.

#8: Hyde Barn

On the grassy peninsula with the barn, in the southeastern part of this region.

#9: Bradbury Farm

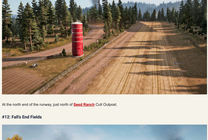


One of the buildings, due north of the main structures in this area.

#10: Bradbury Hay Field

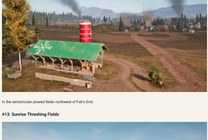
Close to the roadside barn building at this location.

#11: Seed Ranch Runway



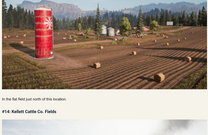
At the north end of the runway, just north of [Seed Ranch](#) Cult Outpost.

#12: Falls End Fields



In the semicircular plowed fields northwest of Falls End.

#13: Sunrise Threshing Fields



In the flat field just north of this location.

#14: Kellett Cattle Co. Fields

Due east of the [Kellett Cattle Co.](#) Cult Outpost, at the edge of the field.

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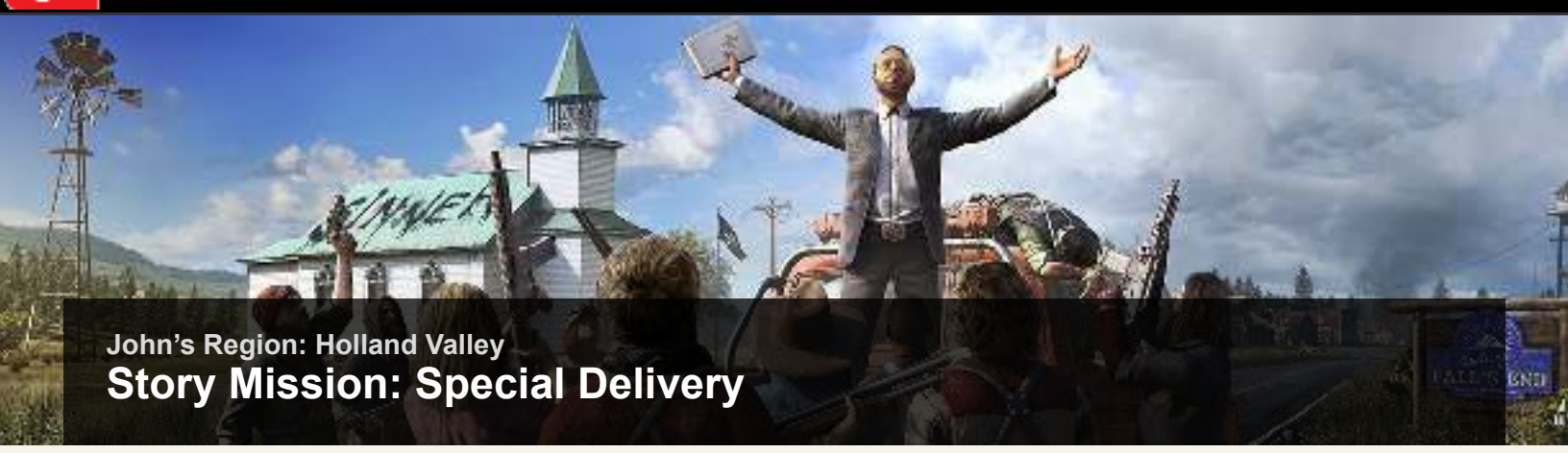

John's Region: Holland Valley

Story Mission: Special Delivery

- **Prerequisites:** Complete Story Mission: Wingman (Part 2), The Quality of Mercy (need to liberate the region)
- **Rewards:** Rye's and Daughter (Outfit), $1,500
- **Details:** Kim is about to give birth. Put the pedal to the metal and get her to a professional!

CHECK on Kim

It seems Kim Rye's water has broken a little early, and Nick is suitably freaked out. He bundles them both out of their house (at

Rye & Sons Aviation), while you take the driver's seat. From here, it's a timed

run all the way to Hope County Clinic, using the road waypoints that appear in front of you. Drive through each one, and 15 seconds is added to the timer.

DRIVE to the Midwife's House (00:25)

As long as you pay attention to the road and the numerous obstacles along the way, the timer won't run out. Naturally, the mission fails if this occurs, and it also fails if you crash and total the vehicle or leave it during the drive.

While you're driving, watch for scurrying pigs and swerving **vehicles**, and don't drive through fences or across fields (at Kellett Cattle Co.). There's also a tanker on fire at a bridge; hay bales, cows, and deer on the road; a tractor-trailer ramp; and a plane on fire.

Aside from the convoluted route Nick had you take, you should reach Hope County Clinic relatively unscathed. After the happy event, Nick and Kim welcome their new daughter into the fold.

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John's Region: Holland Valley

Story Mission: The Widowmaker

- **Prerequisites:** Liberate Fall's End
- **Rewards:** "The Widowmaker" (Vehicle: Unlocked in Shops), Medium Resistance (Holland Valley)
- **Details:** The Project at Eden's Gate has claimed the notorious Widowmaker. Commandeered by Mary May's late father. Its return to Fall's End would surely lift some spirits.

MISSION Commencement

Mary May Fairgrave

Start this mission by speaking to Mary May Fairgrave inside the Spread Eagle Bar, at the main drag of the recently liberated Fall's End. She reckons that stealing back her daddy's big-rig cab, known affectionately as the *Widowmaker*, would be a great way to piss off the cult.

GO TO the Grain Elevator

Leave Fall's End and head roughly northeast to the grain elevator where the truck is being held.

GET INSIDE the Warehouse

The grain elevator is lightly guarded (expect around six foes, one by a mounted gun in the north part of the main yard between the two main structures). The warehouse containing the Widowmaker has two locked doors on the east and west sides. You can unlock these if you have the perk, or grab the keys from the white canopy to the southeast.

OPTIMAL Path

Approach from the northeast, climbing the overhang of the grain elevator between the tower and shop building. Pass the ladder, and go to the lower roof to the boarded-up window and break it. Head inside, drop down, and maneuver through the tight interior. Next, leap and grab the ledges inside the tower until you reach the opening atop the tower . This has the added benefit of allowing you to gather items as part of Prepper Stash Mission: Vespiary.

At the tower opening, take the zip line over the yard to the warehouse roof . Then simply drop through the skylight and access the Widowmaker. This path can be completed with or without enemy engagement.

OTHER Paths

Drive through foes from the main road entrance (north). Swing the truck at the east warehouse door and leap out. Unlock the door using the truck to protect you.

Sneak in and silently execute the two guards on the warehouse's western side. Unlock the door on this side of the building.

Use the same route as the optimal path, but climb the ladder and then sit atop the shop building's roof . Fire down on any foes until the coast is clear.

Snipe from the roadside boulder with "Sloth" painted on it. It offers elevation and good visuals into the yard, and allows you to take out the mounted gunner before you advance. Stay here to grenade any reinforcements, if they are summoned.

Or fly a plane, and parachute out directly above the warehouse, steering yourself onto the roof and through any of the four skylights.

TAKE CONTROL of the Widowmaker

RAM through the Roadblocks

After entering the Widowmaker's cab, the warehouse garage door opens. Accelerate onto the road, swing left, and follow Mary May's instructions: You have nine cult roadblocks to ram through. In addition, expect cult pickup trucks and ATVs to periodically try to engage (just fire at and ram them). Fortunately, this big-rig lives up to its name, as it's incredibly durable and features machine guns you can fire; use them to strafe roadblocks as you approach.

When ramming roadblocks, steer at the gaps between parked vehicles so you don't strike them head-on and slow down. Be aware of any innocents if you're gunning roadblocks from range. Shoot gas trucks from range or avoid them as you pass to ensure you don't detonate them too close to your rig. Stay at maximum speed throughout.

PARK the Widowmaker Next to the Spread EagleTALK to Mary May

After you pass through the ninth cult roadblock, head to Fall's End, (carefully) park the truck next to the Spread Eagle, and chat with Mary May to conclude this mission. The truck is yours!

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John’s Region: Holland Valley

Story Mission: Hit The Gas

- **Prerequisites:** Complete **Story Mission: The Widowmaker**
- **Rewards:** Medium Resistance (Holland Valley)
- **Details:** The Project at Eden’s Gate is collecting every drop of fuel they can find. Hijack and bring back some of their tankers to help keep resistance **vehicles** on the road.

MISSION Commencement

Once you complete the Widowmaker, expect a radio message from Mary May (you don’t have to visit her), explaining that gasoline is needed by the Resistance. You’re tasked with locating three cult gas tanker trucks and bringing them back to Fall’s End.

DELIVER the Vehicle

DELIVER Tanker Trucks to Fall’s End (3)

This mission now takes on a more “free-form” plan, as cult tanker trucks (pictured here) are one of the many **vehicles** that Eden’s Gate are utilizing throughout this region. You must locate a tanker trunk, remove the driver (and optionally defeat any cult members nearby who may witness your hijack), and then drive the truck back to Fall’s End.

Your map doesn’t reveal where tanker trucks are, so put this mission on the back burner as you complete other tasks in Holland Valley and keep a lookout for a tanker truck to steal. Concentrate on the main tarmac roads (tanker trucks don’t normally drive up dirt roads), and consider waiting at the Golden Valley Gas (if you have the patience). In fact, the east-west road between here and **Lorna’s Truck Stop** (the cult outpost over the bridge in Henbane River) is a good place to drive back and forth, looking for these trucks.

Don’t go looking for trucks in the two other regions; find them in Holland Valley, though trucks do travel between regions. You may have a better chance at spotting a tanker truck if you leave Holland Valley, visit the other two regions, and return to Holland Valley.

Hijacking the truck takes some planning. Usually, it’s a good idea to drive ahead of the truck, park your vehicle so the truck slows down, and shoot the driver in the head (from medium to close range). Or, drive to a vantage point, then snipe the driver (at long range). Obviously, explosives and copious rounds of gunfire aren’t advisable, as the truck is highly flammable! This also means ramming the truck off the road is a less-than-stellar idea.

The truck may become damaged during this confrontation. If other cult members arrive, run directly away from the truck and engage them in a firefight without the risk of stray bullets hitting the truck.

A truck may become damaged, requiring the Repair Tool (blowtorch) to fix it. Access the necessary perk and items prior to starting this mission to ensure a damaged (but not exploded) truck can still be salvaged.

Now drive the truck to Fall’s End. Accelerate quickly, ignoring enemies along the way, but don’t make any sharp turns or lose control. If cult roadblocks are ahead, swerve around them onto the grass verges instead of ramming straight through. Park the truck in the indicated spot next to the Spread Eagle.

After you deliver three trucks to Fall’s End, you receive a congratulatory message from Mary May, and the mission concludes.

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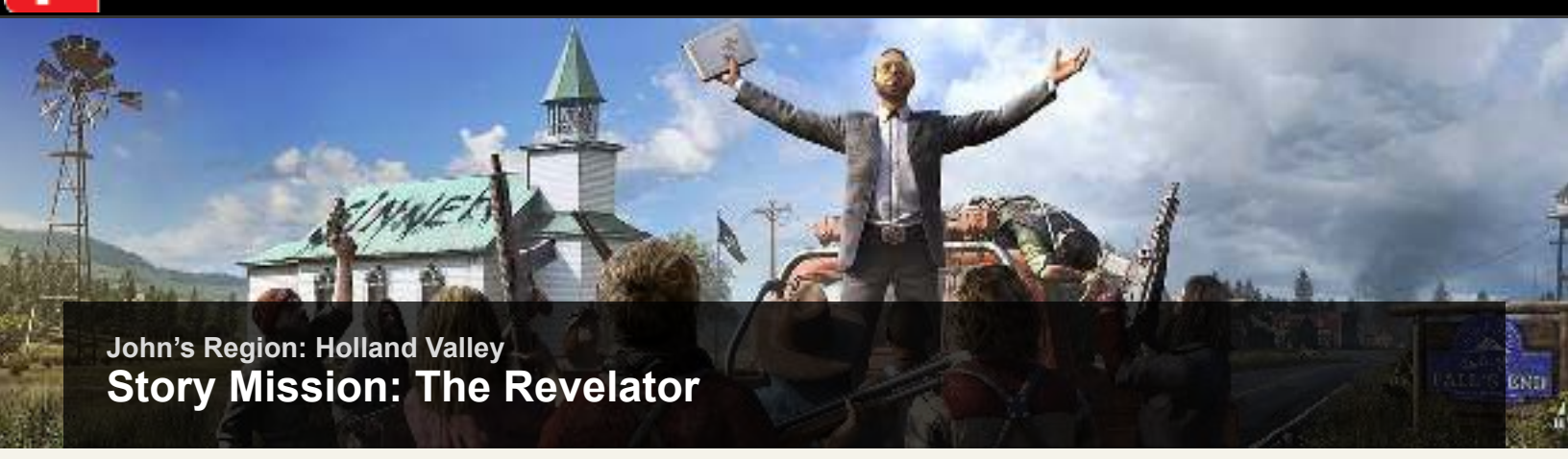

John's Region: Holland Valley

Story Mission: The Revelator

- **Prerequisites:** Complete **Story Mission: The Widowmaker**, Resistance Rating Level 3+ (Holland Valley)
- **Rewards:** Medium Resistance (Holland Valley)
- **Details:** The cult has deployed a hell-on-wheels battering ram called the Revelator. As long as it's on the road, it'll own them. It must be destroyed.

MISSION Commencement

Assuming you've completed the prerequisites and after you achieve Level 3 Resistance against John Seed, Mary May radios in with an urgent warning regarding the battering ram on wheels the cult is employing to lay waste to the Resistance blockades (which spring up at major intersections and roads thanks to the support of **the Whitetail Militia**).

REGROUP with the Resistance at the Blockade

HELP the Resistance Members

Drive to the resistance blockade outside of Red's Farm Supply. There's debris scattered everywhere; disembark and revive the two or three **Resistance fighters**.

GO TO the Other Blockade

Enter a vehicle, and drive south along the dirt road to a crossroads where a more robust resistance blockade is still active. Disembark from your vehicle and begin to immediately plan for the arrival of the Revelator!

DESTROY the Revelator

The Revelator is a highly armored big-rig with a container trailer sporting reinforced sides and roof, as well as two turrets with a cult member firing a machine gun. It is almost impervious to regular gunfire and most projectiles. Feel free to quickly drop proximity mines close to the blockade but not to the detriment of damaging the truck! Then employ one of the following two plans:

- There should be a militia helicopter parked at this blockade. Pilot it and follow the Revelator, strafing it with gunfire until the back end blows off, and then shoot out the cab until the entire vehicle explodes. Be patient with your gunfire, aiming at the two enemies with **machine guns** first, so the Revelator can't shoot back at you. Then fire bursts into the enemy vehicle, pausing when your chopper's guns overheat. The **heavy** rounds of your helicopter's guns soon cause the vehicle to explode.
- Or, you can launch a total of two rockets from an RPG at the vehicle as it heads toward the blockade. Fire the first at the rear container and the second at the cabin. This is usually all it takes to cripple the vehicle. If you haven't brought an RPG with you, check the blockade defenses; there's an RPG to pick up here.

With the Revelator destroyed, Mary May radios in her thanks, and the mission concludes.

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John's Region: Holland Valley

Story Mission: Good Samaritan

- **Prerequisites:** Liberate Fall's End
- **Rewards:** Medium Resistance (Holland Valley)
- **Details:** The people over at the Woodson Pig Farm have gone radio silent, and Pastor Jerome is worried. Check on them in the event this isn't a false alarm.

MISSION Commencement

Pastor Jerome Jeffries

Once you save Fall's End from Eden's Gate and you've met both Pastor Jerome Jeffries and Mary May Fairgrave, visit the pastor at his church on the south side of Fall's End.

REACH the Woodson Pig Farm

He instructs you to check on his flock over at the Woodson Pig Farm. Head east to easily reach this small cabin with a backyard where the cult is active. At this point, exercise extreme caution.

RESCUE all Resistance Members (3)

It's incredibly important that you complete the following cultist takedowns with a modicum of stealth and surprise, as you have five foes to deal with, and if any of them become spooked, they can easily kill the hostages they have kneeling in different areas of this location (1), (2), and (3). Three of the foes are simply the usual unwashed followers, but there is a flamethrower specialist, just west of (2), and a Cult VIP admonishing the hostage at (3). These are especially problematic, especially because if you take too long, the flamethrower foe starts roasting caged pigs, and then the central hostage (2).

OPTIMAL Path

It's vital you take a little time to tag each of the five foes from a vantage point with your **binoculars**. The path to the west is the ideal spot. Crouch at the rock outcrop overlooking the area. Creep down and strangle the foe by the crates and trailer, and hide his corpse on the trailer's west side so he's obscured by the crates.

Creep around to the front door of the main dwelling , and strangle the enemy guarding the hostage in the front room. If a patrolling foe coming in from is moving, wait inside and grab him as he passes. Otherwise, hop out of the west side window, creep up, and strangle the flamethrower foe. Then shoot the VIP (and the remaining guard if you didn't strangle him earlier).

Free the three hostages after that. Don't free them during the takedowns, as they can alert the foes.

OTHER Paths

A variation on the optimal plan involves tagging foes using **binoculars** from the woods to the east . Hop over the barbed wire fence, strangle the VIP, and carry his body to the northeast shed, near , to hide it. Move to the central small shed , around to the front door of the main building , and kill the foe guarding hostage .

Wait and throttle the patrolling guard as he passes the front door. Creep out to the pickup truck and crates, strangle another guard, and quickly shoot the head of the flamethrower foe before he starts roasting more than just the pigs.

You could cause a disturbance by throwing stones or even explosives, but you're better off strangling each foe from behind, then grabbing and dragging them to a place the other enemies won't see them.

You can also creep north from the south dirt road (without being seen), into the front door , and remove the first foe. Wait for a patrolling foe coming in from to move past the porch and strangle him. Then tackle the foe by the pickup and crates on the west side. With only the flamethrower and VIP left, creep around the house and strangle the flamethrower foe, then shoot the VIP in the head.

If there's an ally with you, position your friend on the opposite side to you—for example, and —and each begin the clandestine routes explained previously, with responsibility for two foes each. Whoever is closest to the fifth enemy can finish him.

After you silence the cult enemies, quickly liberate all three hostages. They can be **guns for hire** if you need them. Pastor Jerome then radios in to congratulate you.

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John's Region: Holland Valley

Story Mission: The Scattered Flock

- **Prerequisites:** Complete **Story Mission: Good Samaritan**
- **Rewards:** Medium Resistance (Holland Valley)
- **Details:** The more the Resistance grows, the harder the cult cracks down on their activity. Help Pastor Jerome by locating and liberating civilian hostages.

MISSION Commencement

The pastor radios in a message of grateful encouragement at the conclusion of the previous mission. He thinks the Resistance will grow stronger if you can find and free the citizens of Holland Valley from the cult's tyranny. This mission now begins (you do not need to return to the church at Fall's End, though you can visit the pastor as he has a third mission for you, Jumping Ship, detailed later).

LIBERATE Hostages in Holland Valley (8)

This mission now takes on a more "free-form" plan and involves you exploring the length and breadth of Holland Valley. You need to travel to smaller primary **locations** and some secondary **locations**, and stumble across possible cult hostage situations as part of your general **exploration**.

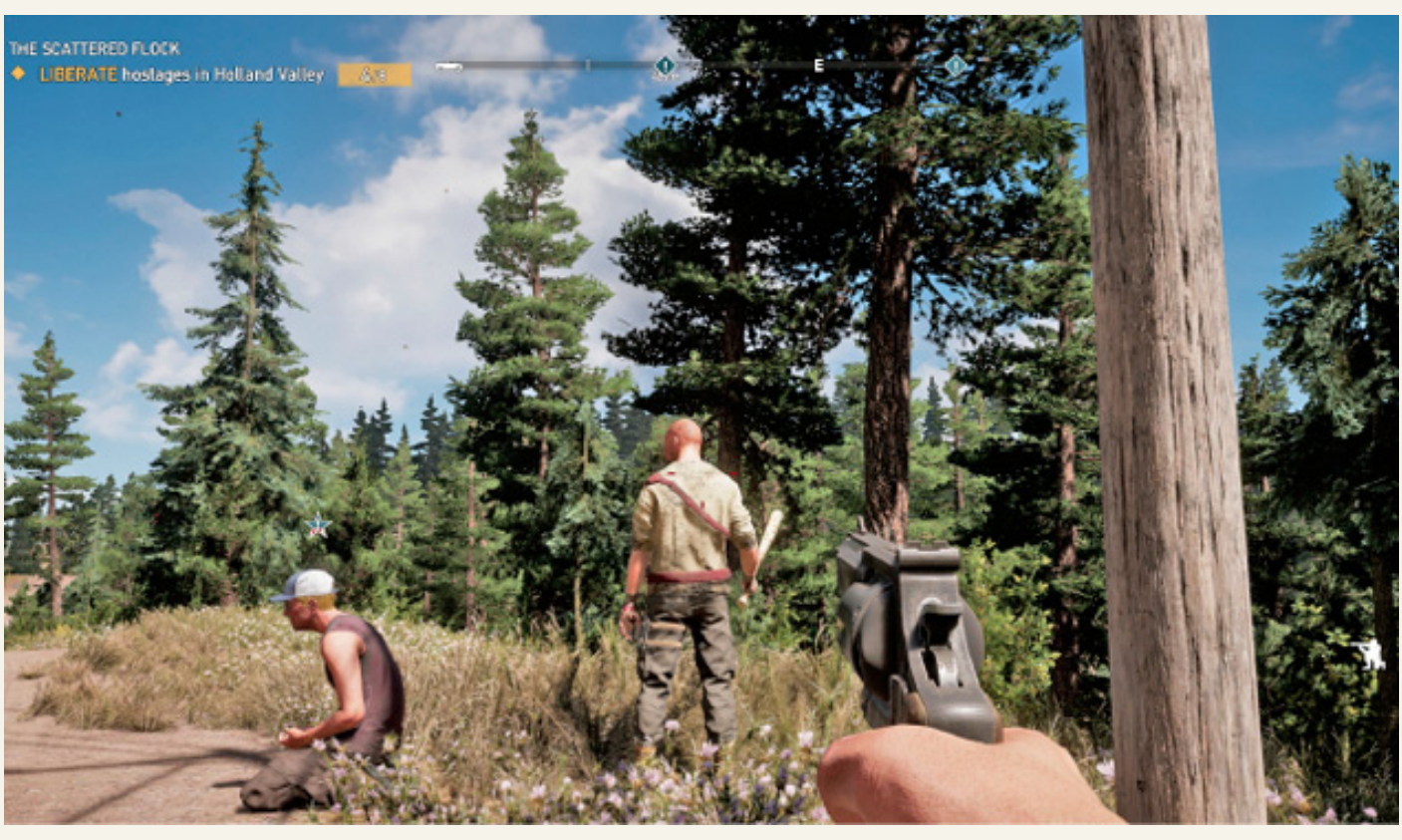
Generally, you should remove the cult threats quickly (as they may be about to execute a hostage), watch for environmental hazards (e.g., don't shoot a foe near an explosive barrel that can kill a hostage), study the area before wading in (so you don't miss a foe that may kill a hostage without you realizing it), and remain within Holland Valley (stepping into a different region doesn't help the hostages here).

Consult the Atlas section to pinpoint the many secondary **locations**, some of which may have a hostage situation playing out.

As a hostage situation usually occurs at random, with one or more cult members, this mission can't be specifically tracked. But there are some main types of hostage situations to look for as you begin your good deeds:

Primary Location Hostages: Look for hostage activity inside the smaller or less-populated primary **locations** across Holland Valley. In this example, a Cult VIP is dispatched at the Reservoir Construction Yard, but hostages were found at Frobisher's Cave and the Harris Residence too (to name a few). Just be aware that finding them isn't guaranteed, and more populated **locations** and **cult outposts** aren't usually a good source of hostages.

Secondary Location Hostages: There are numerous secondary and tertiary **locations** across this region (detailed in the Atlas section), and any one of them may have a hostage to rescue. Checking these **locations** allows you to find hostages more quickly. Of particular note are the cult baptism sites (on the shores of rivers and lakes); look for the draped linen and drowning hostage and take care of business.



RandomLocationHostages: We found this hostage, about to be battered around the head by a baseball-bat-wielding cultist, on a main dirt road just south of Strickland Farm. Keep your eyes peeled for hostages you can see in the distance, so you can access dangers before executing foes, instead of mowing everyone down and hoping the hostage survives.

The pastor radios in once you've saved your eighth hostage (and there can be accidental hostage deaths during this mission without it failing).

Head on back to the church at Fall's End if you haven't been briefed on **Story Mission: Jumping Ship**. Don't forget that some hostages can be **guns for hire** once you free them, too.

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John's Region: Holland Valley

Story Mission: Jumping Ship

- **Prerequisites:** Complete Story Mission: Good Samaritan
- **Rewards:** M249 (Weapon), Medium Resistance (Holland Valley)
- **Details:** A defector of Eden's Gate has sought refuge at the Silver Lake Trailer Park. Pastor Jerome has requested the defector's safe extraction.

MISSION Commencement

GO TO the Silver Lake Trailer Park

Return to the church at Fall's End and speak to the pastor. He needs you to immediately go to the Silver Lake Trailer Park (north of Rae-Rae's Pumpkin Farm) to help rescue a cult defector before Eden's Gate removes him.

SECURE the Trailer Park

As you near the trailer park, the pastor radios in to warn you that the cult has the place surrounded. This isn't technically true, but there are numerous foes already inside the park (initially around eight); you must remove them before meeting the defector. There's little need (or time) for a clandestine approach; you're here to spill some blood this time.

There are around eight enemies to take care of and an incoming helicopter. Note that the map shows all the buildings inside the trailer park that have accessible interiors (,). This is helpful as you clear the park both now and during later objectives (as you also know which buildings foes might be hiding in).

OPTIMAL Path

Quickly ascertain the closest threats by tagging foes using your binoculars from or , and then rushing the south trailer, , where the majority of the foes are moving to. Ignore subtle takedowns in favor of running and gunning. Slay two or three foes as you work your way in a rough, counterclockwise circle between accessible structures (e.g., from , to , to , to , and then back to).

At each location, slay any fools attempting to swarm the first trailer. When the chopper arrives, quickly aim at the pilot and kill him, forcing the helicopter to crash. Attempt this from the safety of an interior, such as the shed .

Use this time to familiarize yourself with the trailer park's layout, especially the entrances into and out of the first trailer . Keep one last foe alive long enough for you to prepare for the next objective—learning the ins and outs of trailer and dropping mines at each entrance for you to trigger later.

MEET the Resistance Leader

PROTECT the Defector

There's good news and bad news; the latter involves around 24 Peggies (arriving in waves of eight, with overlap) swarming the first trailer , where the resistance leader has trussed up the cult defector . The good news is that the Peggies are converging on this spot, so you can let the enemy come to you and arrange a violent welcome for them. Plus, you have around four Resistance forces (as well as any allies you've brought) to help defend the defector.

The first wave of foes includes Peggies approaching from all directions and a truck crashing into the open area behind the trailer. The second wave has eight more foes attempting to thwart you. The final eight foes include two in a truck with a mounted machine gun and a heavy-weapons foe that usually saunters down from the south hill at .

If a Peggie manages to enter the trailer , they start to untie the defector, grab him, and exit with him. Obviously, this isn't part of your plan, so try not to let the Peggies get this far. A similar run-and-gun approach is called for here:

OPTIMAL Path

First, prep the steps at the front and rear of the trailer (**1**) with proximity mines or explosives you detonate yourself. This helps you guard both entrances at once without manually looking for incoming foes. Just listen for an enemy being blown up, then replace the explosive at that location.

Secondly, the defector in the kitchen isn't going anywhere, so make the interior hallway between the trailer entrances your main traffic area. Pop out, spray the back courtyard (to the north) with gunfire, and lob projectiles (especially if enemies are clustered or in vehicles). Use the bathroom window (facing north) as an additional protective viewing and firing position.

As the fight progresses, make quick runs counterclockwise around the perimeter of the trailer and back to the front porch, neutralizing any foes lurking at the sides of the trailer. There's no point in leaving the trailer, as foes can easily sneak in and free the defector.

When the last wave of foes arrives—usually a quad, a pickup, and then a heavy-weapons dude, all from the south —simply stay put and use the rest of your projectiles to blow up the truck. Then aim at the heavy's head as he takes some pummeling. However, the protective walls of the trailer mean the enemy is cut to shreds trying to reach you.

OTHER Paths

If you have an ally, or a shiny new sniper rifle, you could sit on the hills to the west, just south of , and drop foes as they try and reach (or enter) the trailer. Back up your sharpshooting with lobbed projectiles.

With an ally, one of you can cover each entrance, either from inside the trailer or from an adjacent building, such as trailers and .

If you want a bit more of a vantage point, hop on the trailer's roof . There's enough cover (some tires and metal sheeting) to drop behind, and you have excellent views of incoming foes from greater distances. It can get tricky to see enemies below as they enter the trailer, though.

CARRY the Defector to the Back of the Boat

EXIT the Boat and SECURE the Area

As soon as the objective updates, grab the defector from his location at trailer , and carry him out of the trailer park, through the wooded area to the east , and to a boat dock at the trail's end.

Naturally, the Peggies are out in force. Expect a couple of trucks, around 16 foes, and lots of chaos as you grab the defector and attempt to extricate.

If you have an ally, this is a great time for one of you to do the carrying while the other acts as a bodyguard. Exit out the rear (north) entrance of the trailer (**1**), as foes are heading in from the south, east of . Rush into the woods north of the trail, so the Resistance fighters (and any allies of yours) engage the enemy while you concentrate on reaching the riverbank; then work your way south to the dock.

You have the option to use a *pistol*-style weapon while carrying the defector, which is fine for executing single enemies, but it's better to dump the defector (ideally behind a tree) away from the main fighting if you want to wade in and cull more cultists.

There are Resistance fighters at the docks. Drop him into the dinghy, then drop any additional cult stragglers until there are no more hostiles. The mission concludes with high praise over the radio from Pastor Jerome.

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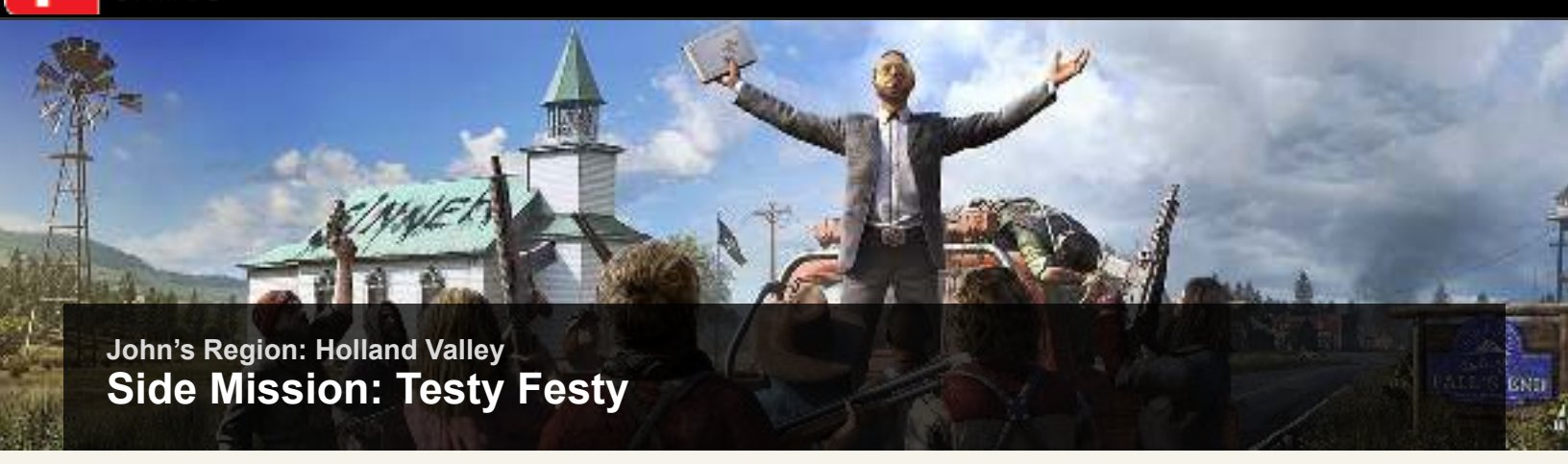
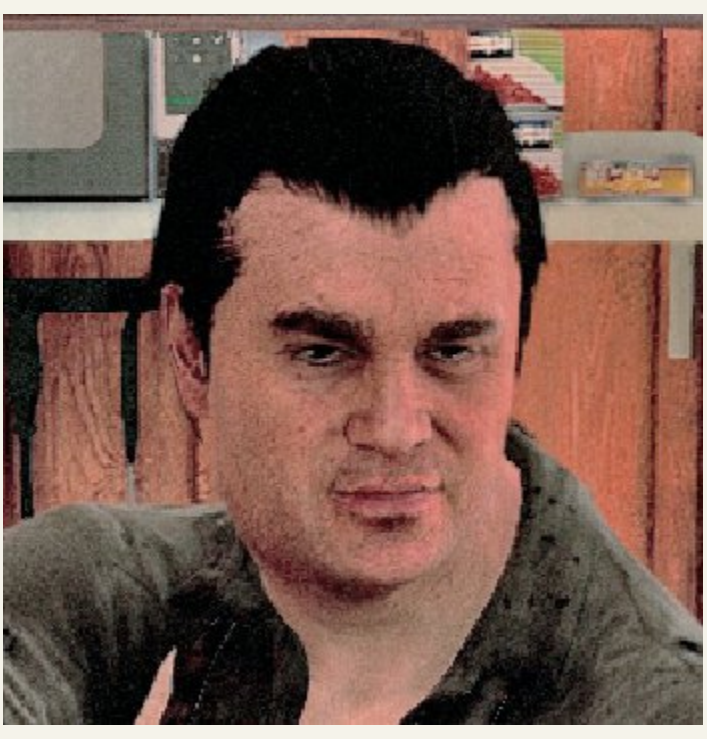


John's Region: Holland Valley

Side Mission: Testy Festy

- **Prerequisites:** Liberate Fall's End
- **Rewards:** $2,000
- **Details:** The Testy Festy has lost traction this year due to Eden's Gate, but that won't stop Casey Fixman from trying anyway. Help him bring the people together.

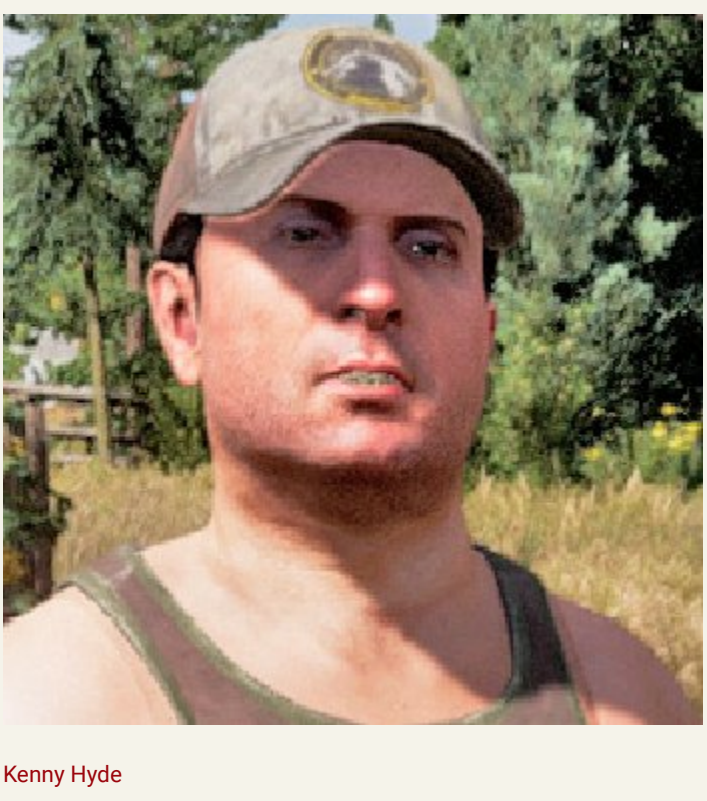
MISSION Commencement



Casey Fixman

With Eden's Gate driven from Fall's End, head into the Spread Eagle bar, and consult the cook. Talk to Casey Fixman in the kitchen. He believes this town needs some balls—specifically, the revitalization of the Annual Testicle Festival. Start by acquiring the Testy Festy trailer from Kenny over at Hyde's Barn.

GO TO Hyde's Barn TALK to Kenny Hyde



Kenny Hyde

Venture east from Fall's End, crossing the bridge to the river peninsula and Kenny Hyde's barn. The man himself is outside, firing shots into the air. These aren't indiscriminate (as you discover after talking to him); a vulture has made off with his barn key.

KILL the Vultures to Find the Key LOOT the Dead Vultures to Find the Key

Help Kenny by tagging the three vultures circling overhead. After all three are downed, search them until you uncover the one with the key. Meet back up with Kenny at the barn, which you can now enter.

GET Inside Hyde's Barn DESTROY the Lock to Open the Barn Door

Inside is a pickup attached to the fabled Testy Festy trailer. Quickly shoot the large padlock so the barn door opens.

DELIVER the Testy Festy Trailer to Casey in Fall's End

DETACH the Testy Festy Trailer

Now simply drive (carefully) back to Fall's End, and park the trailer outside the Spread Eagle. Exit the pickup, then interact with the trailer hitch to detach it, completing this mission.

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John's Region: Holland Valley

Side Mission: Prairie Oyster Harvest

- **Prerequisites:** Complete **Side Mission: Testy Festy**, Flamethrower (optional)
- **Rewards:** Testicle Festival T-Shirt (Custom Outfit), $2,500
- **Details:** This year's Testy Festy has to be one to remember; one that makes people forget about Eden's Gate. The only way to do that is with EXQUISITE balls.

MISSION Commencement

Head inside the Spread Eagle at Fall's End to speak with Casey. He's excited at the prospects for the festival, but this year the edible "delicacies" need a little something extra. This is where you come in; Casey wants the freshest "prairie oysters" around, cooked in three new ways: shredded, roasted, and blue. Have you got the balls for this job? You soon will.

GO TO Davenport Farm

All your swinging beef needs are met at the Davenport Farm, northwest of Fall's End. Expect light cult activity in the area, especially at the Armstrong Residence. In fact, this location (just south of Davenport Farm) should be your first port of call. The cult is setting fire to the area, and a foe armed with a flamethrower is lurking close to the burned-out cabin. Slay him and all the other foes, and grab his flamethrower before heading up to the bulls' field.

The flamethrower comes in handy shortly. It's also important to remove all cult forces from the area, so your ball-collecting is uninterrupted.

DESTROY the Lock to Free the Cows

KILL a Bull After It Has Mated

COLLECT Emptied Bull Testicles

Saunter over to the small locked paddock where the cows are munching on grass. Shoot the lock, then back up and watch the cows lumber down to the bulls' field. Stay at range, and let nature take its course. You're looking for a bull to mount a cow. Once the deed is done, the bull has an icon above its head. Now attack and kill it (don't use the flamethrower, but any other weapon is fine, including grenades), gathering the scrotums afterward.

KILL a Bull with a Tractor Mulcher

COLLECT Shredded Bull Testicles

Now for some shredded testicles. The trick here is to locate the tractor mulcher, which is either parked by the Davenport farm buildings at the field's north end or is being used in the crop field to the east (by a cult member you can slay). Hop into the tractor, and simply drive it into the closest bull. You collect the shredded testicles automatically.

KILL a Bull with Fire

COLLECT Roasted Bull Testicles

The final way to grab your meat is by burning it. Achieve this by using a fire-based weapon. As previously discussed, the easiest way is to roast a bull using the flamethrower a cult member at the Armstrong Residence was using. Grenades and other projectiles aren't effective, though Molotov cocktails are. Once the fire has stopped spreading, cut the crispy balls from the bull and head back to Casey.

TALK to Casey

Casey is now at the Testy Festy field to the east of Fall's End. Speak with him, and he's thrilled with your testicular fortitude. He asks you to stay for the festivities to come.

HAVE A SHOT SHOOT the Targets

Time passes. Reach out and take a shot before attempting to burst 10 sets of balloons tied to five scarecrows within 40 seconds, while steadying your drunken slingshot aim. This is difficult, and you get one chance. Employ the same techniques as for shooting arrows (while drunk).

Shoot all the targets, and wait for the time to run out (there is no fail condition on this mission).

Fail, and you wake up with some rather festive pigs in the baseball field just east of Fall's End. Either way, the mission concludes.

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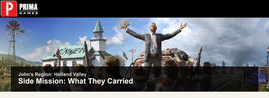


Side Mission: What They Carried

- **Prerequisites:** None
- **Rewards:** M5/16 (Weapon), $2,000
- **Details:** Wendell wants his buddies' lighters collected before the cult gets them. Those lighters have valuable information etched into them.

MISSION Commencement (1)

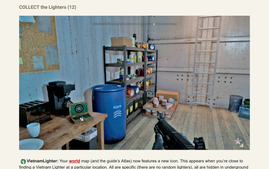
Wendell Redle

Head to the Redler residence, close to the winding river in southeastern Holland Valley, due east of Fall's End. The place is home to a Vietnam vet named Wendell Redler. He hopes you can gather all 12 of his fellow soldiers' Vietnam Lighters, so the information etched onto them doesn't reach the cult. The lighters are scattered all over Hope County.

MISSION Commencement (2)

Alternatively, you can stumble across any of the 12 lighters scattered around Hope County (in any of the three main regions), collect them all, and then visit Wendell. This mission begins when you take your first lighter or speak with Wendell.

COLLECT the Lighters (12)

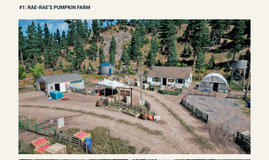


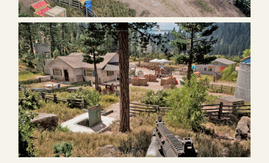
Vietnam Lighter: Your world map (and the guide's Atlas) now features a new icon. This appears when you're close to finding a Vietnam Lighter at a particular location. All are specific (there are no random lighters), all are hidden in underground bunkers (as shown in the previous picture), and the rest of this mission details where all of them are. Find them in any order you like.

You can purchase a map showing the location of all these items at a shop, though this is unnecessary with the guide in your hands!

VIETNAM LIGHTERS: Holland Valley (4)

#1: RAE-RAE'S PUMPKIN FARM





Locate the site of the cult massacre where you can free Boomer the dog, and check the area at the edge of the wooded perimeter.

Find the bunker hatch in the northeast part of the location. Drop down the ladder. Grab the lighter from the wooden table by the provisions at the base of the ladder.

#2: HARRIS RESIDENCE

The most northwesterly primary location, on the mountainside with a view of the YES sign in the distance, is this cabin with a carport that has a red star on it. Check the woodshed in the backyard.

Open the hatch inside the shed, drop down, and spot the lighter in the second room on a metal shelf by a bunk bed.

#3: FILLMORE RESIDENCE

Find the burned-out remains of this cabin close to the Henbane River and road bridge in the region's southeastern area.

The bunker hatch is inside the woodshed with the wasps' nest attached to it, on the property's eastern side. Descend the ladder into the bunker, and find the lighter on a wooden table near the stairs-and-stripes pallet.

#4: MILLER RESIDENCE

In the remote southeast forested area, just north of Orville Creek and south of the Fillmore Residence, is a quaint and modest trailer home. Check the rear corner of the property near the whitewashed shed for the bunker hatch.

Descend into the bunker, and secure both a magazine and a lighter, the latter of which is on the floor near a side table.

VIETNAM LIGHTERS: Whitetail Mountains (4)

#5: WHITETAIL PARK VISITOR CENTER

In the western parts of White tail Mountains, along the main tarmac road just east of the Wolf's Den, is a large visitor center comprised of two main buildings and a parking lot. Expect cult activity here.

After clearing the area of foes, check the two structures out. The lower of the two is the Information Center. The lighter is on a shelf under a Whitetail State Park sign. Be sure to grab the Rambo Magazine from the nearby counter, and a Cheeseburger Bobblehead from the Souvenir building above you, before you go.

#6: PATRIOT'S TREEHOUSE (SECONDARY LOCATION)

In the far north-northwestern part of this region, above and northwest of Cedar Lake, is the Rattlesnake Trail Bridge. Find a wooden stilt treehouse on the right cliff, above the lowest waterfall (near the mouth of the rushing stream as it pours into the lake).

John’s Region: Holland Valley

Side Mission: Cow Punching

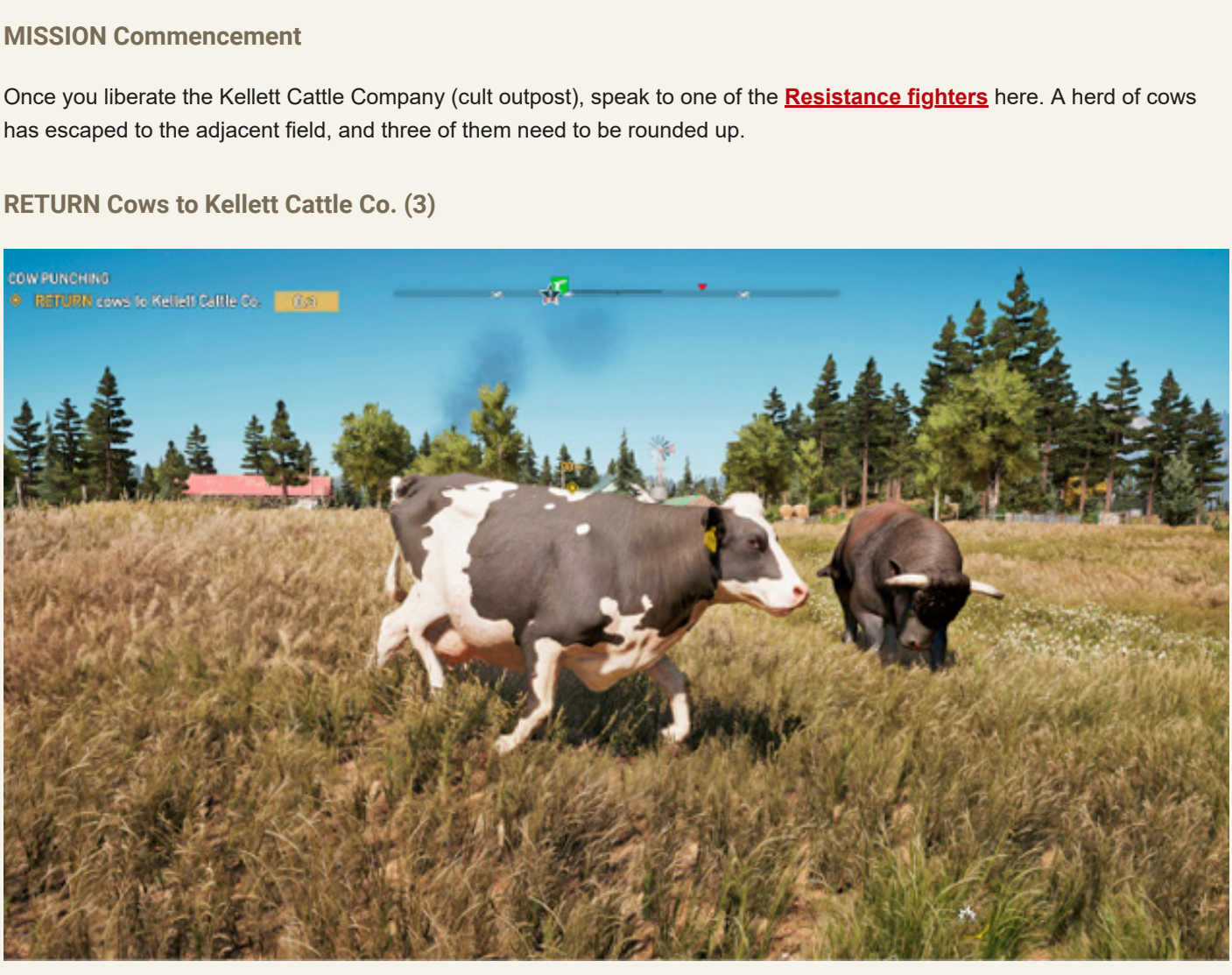
- **Prerequisites:** Liberate **Kellett Cattle Co.** (Cult Outpost)
- **Rewards:** $800
- **Details:** Locate the cows in the field and return them to **Kellett Cattle Co.**

Resistance Member

MISSION Commencement

Once you liberate the Kellett Cattle Company (cult outpost), speak to one of the **Resistance fighters** here. A herd of cows has escaped to the adjacent field, and three of them need to be rounded up.

RETURN Cows to Kellett Cattle Co. (3)



The field is east of the Kellett Cattle Company buildings, so follow the perimeter to the cult silo on the field’s eastern edge; it’s worth removing any foes in this vicinity first, or the battle could cause cow casualties or a stampede. West of the buildings, there are around six cows; you need wrangle only three. There’s also a bull, so be aware you may need to deftly dodge this beast, or take it down and skin it.

You can lob rocks at a cow’s rump to cajole it in the direction of the throw (so lob rocks west toward the buildings!). You can sprint and punch a cow with much the same effect, or fire weaponry above the cow. All eventually work, though the more violence you employ, the greater the chances of the cows breaking through fencing. After you return the bovines, collect a small reward.

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John's Region: Holland Valley

Side Mission: Valley Armed Convoy

- **Prerequisites:** Resistance Rating Level 2+ (Holland Valley)
- **Rewards:** $2,000
- **Details:** John sent armed trucks to punish the Resistance.

MISSION Commencement

As soon as the Resistance Rating for Holland Valley increases to Level 2, John Seed realizes you aren't playing around and sends out three truck convoys to punish your little uprising. Dutch radios in to let you know about them.

DESTROY John's Group of Trucks to the West, East, and North

Each convoy is identical, consisting of three white pickups, each with a driver and a gunner using a mounted machine gun. They patrol the indicated geographical areas of Holland Valley. Find them on your **world** map, intercept, and remove all **vehicles** and foes.

RECOMMENDED Paths

There's no one plan that's optimal here due to the random location in which you encounter each convoy, but there are recommendations you can use to your advantage:

Assault the vehicles in a remote area, rather than close to a cult outpost, so no further reinforcements arrive.

Set up a trap at long distance, well in front of the first pickup. Snipe the driver from extreme range, and then shoot the other drivers so the pickups become immobile. Advance (usually in cover) and lob in grenades to soften up the remaining enemies and destroy the pickups. Then kill any stragglers.

Have allies attack simultaneously from disparate directions so the mounted gunners can't focus all their firepower on you.

Other explosives are excellent; prep the road with a proximity mine or an explosive device you trigger yourself. If you space out all three, you can detonate one under each pickup for a massive and satisfying chain reaction!

Park a vehicle on a narrow dirt road to block the convoy, and get out before the convoy arrives. Attack from cover as they try to steer around. If you can park more than one vehicle to block the convoy, so much the better.

Rake the convoy from the air using weapons mounted to a chopper or **aircraft**; flying makes convoys quicker and easier to find too.

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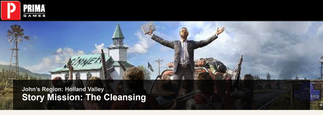

John's Region: Holland Valley

Story Mission: The Cleansing

- **Prerequisites:** Resistance Rating Level 2+ (Holland Valley)—Need to complete an activity.
- **Rewards:** None
- **Details:** Eden's Gate is taking the cleansed to John's bunker. Pastor Jerome freed you, but there are others who need rescuing and he can't do it alone.

MISSION Commencement (1)

John Seed

Once you've built up the Resistance in Holland Valley to Level 2 or more (shown in the bar graph on your world map), John Seed starts radioing his "Capture Parties" to hunt you down and drop you using "Bliss bullets." Look for pickup trucks with foes and strange sparkling light enveloping as you're shot. There's no real way to resist these attacks. You fall unconscious.

After an enforced baptism, you're dragged into a van and are halfway to John's Gate (his compound in the far western mountains of this region) when Pastor Jeffries and the Resistance makes a daring rescue attempt, ambushing you just before you reach the security gate partway up the mountain.

SECURE the Area

KILL the Remaining Cultists

Look north, uphill to the security gate (A). This is a straight-up firefight, so utilize the cover of the rocky grass bank to the left, and make a clockwise circle, dropping enemies at the security gate. Expect around eight initial foes, including two snipers on the roof of the security "bridge" structure.

Attack them from the western (left) side, as they aren't expecting you. Then climb onto the security gate structure, which affords some cover and a height advantage. Mop up enemy stragglers in the area.

If there are two of you, split up to draw enemy fire in different directions.

You may also find projectiles helpful to lob at enemy vehicles heading downhill to bolster the cultists.

TALK to Pastor Jerome

SEARCH for Merle

You must now begin an uphill reconnoiter, facing enemy fire (including mortar rounds!) as you search for Merle Briggs. Head roughly north, up the dirt road toward a parked truck and trio of foes (A). You can certainly attack them head-on, but a better plan is to climb the steep grass slope to the west, then peer down on them from the cliff overlooking the road, and quickly dispatch them.

KEEP Searching for Merle

RESCUE Merle

Follow the road to a parked vehicle near a hut (A) and some Resistance members. The cultists are holed up on the other side of a suspension footbridge over a ravine. Though there's only three or four to tag with your binoculars, one is using a mortar, and the explosive rounds can hamper your progress.

You could snipe the mortar operator and two other foes prior to crossing the ravine, but you need to be quick, as that mortar can kill you easily.

A better plan is to immediately cross the ravine. Heading over the footbridge is dangerous, so either use the zip line or descend into the ravine and head over the corrugated metal spanning the waterfall.

Climb the south side up to the cluster of foes at (A), up the rudimentary trail to a campfire where you can free Merle. Either before or after, you can quickly drop the foes on the cliff, including the mortar operator.

DEFEND the Extraction Point (02:00)

ENTER that Helicopter with Merle

You now have two minutes to remain close to the extraction point (A), where a resistance helicopter will arrive to pick up you and Merle. During this time, expect to deal with waves of foes coming in a variety of directions:

- Across the footbridge from the western side of the ravine.
- Across the lower corrugated metal bridge, and up either side of the rock outcrop you're on.
- Appearing from the woods behind you (to the east).

Make periodic checks (after 5 to 10 seconds) while standing close to the mortar, so you're not attacked from behind. Optionally use the mortar; it is devastating but a little too cumbersome to hit all foes; a sniper rifle or medium-ranged rapid-fire weapon is much better.

Retreat to (A) whenever you wish. The extraction point rock is a good place to stand, as you're not easily overrun and can see foes in all directions (that they attack from).

When the chopper arrives, get to it, ignoring any further enemies unless you're wanting to drop them from the relative safety of the helicopter.

STAY with Merle Until Drop-off

Now ride in the chopper until you and (a furious) Merle are dropped off on a grassy hillside to the east of the John Seed base. The mission then concludes.

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John's Region: Holland Valley

Story Mission: The Confession

- **Prerequisites:** Resistance Rating Level 3+, Complete Story Mission: The Cleansing and
- **Rewards:** None
- **Details:** John Seed has taken you in to confess your sins. Hudson's trapped, but you can't help her now. Escape the bunker and live to fight another day.

MISSION Commencement

Once you meet the prerequisites and you fall captive to John's flock, you're dragged deep inside John's Gate, an abandoned nuclear bunker in far west Holland Valley. You wake up in a chamber with some alarming choices in interior decoration and must sit through some deranged rantings from John as he shakes his screwdriver at you and toys with torturing you or Deputy Hudson. She's trussed up and across from you. Resist any temptation to say yes.

FIND Deputy Hudson

Deputy Joey Hudson

After John and Hudson both leave, drag yourself to the top of the metal stairs and throw yourself to the bottom, freeing yourself from the chair you were tied to. Creep under the pipes to a missile chute, drop down, and creep up into the barracks to strangle your first enemy. Grab the melee weapon he drops.

Continue to track a second foe, grabbing and pummeling him to the ground. There are two more foes outside the barracks in the Silo A corridor. Tackle them; it doesn't matter if you're spotted, though performing stealth takedowns for as long as possible is optimal. Ignore the metal stairs going up, in the barracks chamber. They lead to a dead end (with some minor items).

Instead, head into the Silo A corridor. Note the signs indicating your position; if you get lost, you should know where you are. When you reach the blast door, interact to open it. Enter Silo B.

If you can, continue a clandestine approach. The corridor branches and reconnects in a second barracks, where you find the majority of foes. Remain in either corridor section, creeping up on a single foe patrolling each passage, and melee-strike them. Collect their body and hide them in one of the corridor alcoves so they aren't discovered.

Watch for a blast door to open along the left side of the left corridor. Two more foes are behind this door (which is where Deputy Hudson's muffled screams are coming from). Silently kill the first foe who patrols into the corridor, then hide him. Optionally sneak to tackle the other. You can check on the deputy at this point if you wish.

Otherwise, enter the second barracks, defeating the foe doing push-ups, dragging his corpse out to your favored hiding spot. Then strangle the foe from behind who's sitting on the couch. Drop his body down the adjacent stairwell. Then tackle the two foes (one attempting to drown the other in Bliss). This is the first time you can't defeat foes without them realizing you're escaping. You should have grabbed a pistol from a previously defeated foe. Make sure you have one before defeating the last two foes, then check on the deputy through the blast door window.

ESCAPE the Bunker (01:30)

John has arranged a particularly devious trap; the base stairwell is rapidly filling with Bliss, and you've 90 seconds to reach the surface of John's Gate before you asphyxiate. Furthermore, John has sent in his "Angels," shaved wretches possessed by Bliss that act like hostile zombies, attacking you with melee weapons or their fists. There's no time to lose, so sprint up to the base of the stairwell, optionally using your pistol to clear a path through and up the stairs. Expect to encounter approximately 10 foes (some are cultists you can kill and steal a gun from). Ignore them or shoot them in the head with a pistol; melee attacks can take too long. It takes a minimum of 30 seconds to reach the surface door, so don't dillydally!

ESCAPE the Area

Once you're through the surface door and into the exterior unloading dock, the Angels don't stop coming (expect other cult members in the vicinity, too). Though you can try to maneuver around the silo's surface, a chopper soon appears to rake you with machine-gun fire. You can simply sprint down the hill to the bridge and escape waypoint. Or you can drop a few Angels, open the three truck containers parked in the unloaded dock, and grab the (random) weapon or item inside. This isn't necessary, but you may find a more powerful weapon for shooting at the chopper pilot (though dashing into the woods is just as effective).

Once you escape and the mission concludes, Dutch radios in about the next course of action. Before you step up your offensive, head to any shop and grab all your equipment.

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John's Region: Holland Valley

Story Mission: The Atonement

- **Prerequisites:** Resistance Rating Level 4+, Complete **Story Mission: The Confession** and
- **Rewards:** "The Dogfighter" (**Aircraft**)
- **Details:** John Seed has invited you to Fall's End to atone for your sins. Head to the church and see what this is all about.

MISSION Commencement

REACH Fall's End

MEET John in Fall's End

After meeting the prerequisites, head to Pastor Jerome's church on the south side of Fall's End. The cult has rolled out the red carpet for you. Alas, you're not greeted quite as warmly.

When you regain consciousness, Nick, the pastor, and Mary May are here to watch your atonement. No matter what John tries, refuse to say yes.

SECURE the Church

ENTER the Truck's Turret

As the ceremony draws to a violent conclusion, ignore the fleeing John for the moment and start methodically dropping foes inside the church. Then use the front door as cover and slay cultists outside. There are around four trench-coated goons to dispatch; do this as quickly as possible. Mary May has a truck with a turret ready to go; dash and man the turret.

RIDE to John Seed's Ranch

The journey to John's ranch is a fraught one. Follow Mary May's instructions, using your HUD to swing the turret around to the nearest or deadliest threats along the roadside. These are usually trucks you should be shooting the tires of. When quad bikes appear, shoot the rider. Expect manned mortars along the roadside, which are usually too difficult to shoot at; instead concentrate on pickup trucks and then the **aircraft** dive-bombing your location. When planes arrive, make removing these foes a priority. All foes retreat as you reach the ranch.

ENTER a Plane

Mary May passes a silo (which you can destroy if you haven't already) and parks up at the **Seed Ranch** (cult outpost) hangar area. Expect enemy resistance on the airfield between you and the hangar. There's little point in clearing the area of ground foes, as John is your priority. Shoot any that represent a danger to you, then pick either of the identical planes, although the one facing the runway, rather than the one inside the hangar, is preferable, as it's already positioned for a quick departure.

If there's an ally with you, feel free to use two planes, or have your friend sit in the cockpit's gunner position. Once you take off, this mission concludes and **Story Mission: Wrath** begins.

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John's Region: Holland Valley

Story Mission: Wrath

- **Prerequisites:** Complete **Story Mission: The Atonement**
- **Rewards:** "Affirmation" (**Aircraft**), $3,000
- **Details:** John has taken his plane and fled the ranch. Take to the skies and make sure he doesn't get away.

DESTROY John's Plane

Take to the skies in a particularly nimble **aircraft**, and catch up to John before raking his fuselage with your machine-gun fire. This is a classic dogfight, and the usual rules apply: Fire at John's plane as you line it up with your weapon target, and don't overheat the machine gun or you'll have to wait a few seconds for it to cool down.

If you're having trouble lining up your shot, slow the **aircraft** down from maximum speed so you can make tighter turns and can remain behind John longer. Continue this airborne attack until John loses control of his craft, and it plummets to the ground.

At this point, you should ditch your plane, using a parachute (perk) or a wingsuit (perk), or land the **aircraft** with some immediacy.

CATCH John before He Reaches the Bunker

If John doesn't survive his plane's crash-landing, this objective doesn't appear. Should he manage to land the plane, he attempts to head west to the silo (his bunker, AKA "John's Gate"). You have plenty of time to quickly search for a vehicle and immediately drive to John's location. Ignore any cult blockades or other foes as you focus purely on finding John and then killing him. In this example, we spotted him at a gas station and ran over him with a quad.

After he gurgles his last, you remove the key from John's necklace. The mission concludes.

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John's Region: Holland Valley

Story Mission: The Quality Of Mercy

- **Prerequisites:** Complete **Story Mission: Wrath**
- **Rewards:** $3,000
- **Details:** You have the key to John's bunker. Get inside and free Deputy Hudson along with the rest of the hostages.

REACH John's Bunker USE John Seed's Key

Prepare for a protracted battle, so stock up on your favored killing equipment, **perks**, and (for easier infiltration) a stealth weapon (such as a silenced rifle or bow) before driving up the switchbacks from the security gate to John's Gate. Approach from the western side. This should look familiar, as it's the location you escaped from previously.

The optimal method of entering John's Gate is by tagging foes with your **binoculars** from across the missile silo grounds and sneaking around the northwestern perimeter fence to the sloping concrete buttress and mesh fence leading into the unloading yard. This allows you to gain height (scale the edge onto the roof with the mortar and the hatch with the ladder leading down into the unloading bay), and execute all six foes without raising the alarm (head down the concrete steps or slip through the gap in the fence). Make sure your weapon is silenced!

Drop the nearest foe with a headshot, then step back into cover. Line up the next foe and continue until the entire area is clear. If the foes begin to move, retreat slightly into cover and shoot them as they round a corner and their head is visible. Of course, you can simply wade in with guns blazing, though that isn't particularly strategic.

With the exterior cleared, hit the button, open the blast door, and head inside the bunker.

ENTER John Seed's Bunker

Descend the stairwell, dropping to a crouch and tagging all foes in the room of crates. Expect five foes and a **heavy**. Remain at the bottom of the stairwell, prior to the two sets of metal steps, and crouch behind the sheet metal barrier. Now line up a stealth headshot on each normal foe, leaving the **heavy** for last. He takes two full clips to the head (or more!); you may need to retreat up the stairwell to take cover, as you pepper him with bullets and lob in grenades to soften him up. Now head down through the short "Welcome" tunnel and open the blast door.

FIND Deputy Hudson

Throughout the remaining objectives, it is optimal to use silenced weaponry to kill each cluster of enemies without them fully spotting you. This way, you can complete almost all of this mission without the enemy fully grasping where you are or even firing a shot at you.

This involves crouching at all times. Think about acquiring Sneaky Sprint to help you navigate quickly, as well as Primal Mastery if all you're carrying stealth-wise is a bow.

Head down the corridor and turn right into a generator room containing four foes, including a **heavy**. After tagging them, shoot the nearest foe, then lob a grenade through the doorway ahead to stop the **heavy** from charging in. Back this up with shots to his head and more projectiles. Back up to the room's entrance and let the enemy come to you. Remove the **heavy** and tag the last two foes in the head with ease.

Head into Silo C, but don't step through the T-junction, as there are six foes, split between either side (of particular interest is a **Heavy** on the right). Instead, back up, tag foes with your **binoculars**, then crouch at the doorway and let the first foe rush you. Drop him, and any others that attempt to reach you. If more than one foe rushes in, lob a grenade through the doorway. Whittle down the foes from this door; it's the safest place to be.

Make a mental note where the first (locked) prison cell is located before heading down the right corridor (roughly north), with the large cult flag at the end. Stop before you reach the junction and tag foes with your **binoculars**. The second prison cell is on your right (east).

INVESTIGATE the Area

FOLLOW Deputy Hudson

RELEASE the Hostages

Deputy Joey Hudson

There are usually only two foes here. Easily dispatch them before heading down the left corridor, into an operator's room, and down the stairs. After finding Hudson (who isn't initially that happy to see you), follow her back to the operator's room. While she attempts to unlock the prison cells, you need to return to the previously explored corridor and free both sets of hostages.

There's just time to tag some foes rushing your position before cutting them down at the operator's room exit door. Aside from these three jokers, expect five more foes at the far end (south), including a sniper. Lob a grenade down the corridor, slay a couple of regular foes, then sprint down and across (between sniper shots) to the side alcove on the right. Next, run and gun the sniper down at close range. Mop up any stragglers. With no enemies on your radar, open both prison cell doors.

FIND the Control Room

DESTROY the Consoles

Retrace your steps to the generator room while Hudson lowers a grate, allowing access into the (thankfully) empty silo missile chute. Drop down and to the right to a lower platform, and move down the corridor to Silo D. Tag six foes in the control room (which is accessed via either side corridor), including a **heavy**. Before you continue, optionally drop a proximity mine at the T-junction, so reinforcements get a nasty surprise (and you know when they arrive).

Sneak along the left corridor (southeast), and start a clandestine headshot of each regular foe guarding the control room. Your plan is to remove all foes except the **heavy**, then saunter into the room and start lobbing grenades, shooting the **heavy** in the face and playing cat-and-mouse around the central console bank of reel-to-reel tape equipment. Don't let the **heavy** fully see you. Feel free to destroy more than just this dude's helmet; while you're dropping the **heavy**, shoot the spooling tapes until each one explodes. These are dotted around the room, and when around eight to ten are sparking, your objective completes.

You won't be able to fully destroy the room's equipment before four more foes arrive from the missile chute. Tag them with **binoculars**, wait for them to tread on any traps you've prepped, then massacre them (this can still be done without anyone fully seeing you).

CLIMB the Silo

Two more foes arrive once the control room is destroyed and the siren starts. Head back to the huge vertical chute after killing them, and start your ascent. Climb up the jutting platforms in a slow clockwise direction. If platforms don't begin to move outward, shoot the mechanism above them. When you're almost at the top of the chute, tag two enemies behind the upper exit and lob in a grenade. Shoot the top platform so it opens, climb on it, and leap across into a mechanical room.

DESTROY the Fuel and Bliss Depot

The situation is now getting much more frantic, so fast but methodical maneuvers are needed from this point: Start by tagging the three foes ahead of you in the “depot,” which is more of a tight corridor with three side rooms, all filled with Bliss crates and barrels.

These are highly explosive, so shoot them from an adjacent corridor, usually killing the foes in the vicinity. Lobbing in a grenade as you pass a small chamber is also advisable. The exit door is metal, and in the third small chamber; deal with an incoming foe as you reach a stairwell.

ESCAPE the Bunker OPEN the Silo Hatch (2)

Time to go time! Sprint up the steps and around to a roughly circular chamber (it’s directly below the large concrete exterior area, and above the missile chute). You must open the giant hatch to the surface, but five foes and a **heavy** are here to make sure that doesn’t happen.

Though the place is starting to become an inferno, it's worth remaining at the room entrance and attempting to shoot foes from this cover, though the building shaking can spoil your aim. Lob in a grenade or two, and venture into the room only when there's two or fewer foes left. Kill them and quickly check the area for more foes.

Don't pull either lever yet:

- The first lever releases a foe and a **heavy**—from the door you came from.
- The second lever releases a foe and a **heavy**—from the stairwell to your left—and the entrance doorway seals, trapping you inside this chamber.

Therefore, it's safer to pull one lever at a time. Before you do, lay a proximity charge at the entrance you came from to thwart the first duo and lay another atop the stairs near the lever so the second duo are wounded. This helps with the ensuing escape.

As the silo hatch opens, there are at least six more foes milling around the balcony. Wait until the Resistance tells you there's a chopper directly overhead, then run into the middle of the opening and throw your grapple so it connects with the chopper. Ignore these foes, as you're likely to burn to death while shooting them. Instead, swing your way up and into the chopper, and John's Gate gets closed for good.

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John’s Region: Cult Outposts

Overview

There are seven **cult outposts** across Holland Valley, and most yield an in-game region map as well as a sizable number of items, possible safes, ammunition, and other equipment to search for, both before and after liberation. Expect a large concentration of enemies here, too. All have the same prerequisites (to explore Holland Valley) and similar rewards, as well as the “liberation” objective. The following details some of the insertion points when navigating these areas, along with the enemies and a method for clearing each cult outpost without been detected or triggering any alarms.

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John's Region: Cult Outposts

Gardenview Packing Facility

- **Difficulty:** ★★
- **Alarms:** 1
- **Enemies:** 7 (6 Cultists, 1 Animal)
- **Rewards:** Money, Low Resistance (Holland Valley))
- **Items of Note:** Gardenview Key (to warehouse office)
- **Details:** Eden's Gate is using the Gardenview Packing Facility to send the orchard's fruit to their bunkers.

Your biggest concern is the alarm at the unloading dock (southeast corner of the main building). Shoot it from A, B, or E, or the field to the south. You can also creep in from the south to deactivate it with stealth.

The first enemy target should be the foe on the roof. Tag him from range at A, B, or E, or use the raised ground from the woods at D. For a stealth takedown, zip-line to the north roof from E; then head into the interior gantry and up one of the skylight ladders to the roof behind this foe.

The roof is a good place to fire down from; use the zip line from E or the cylindrical storage building in the southwest corner. Feel free to jump down and knock out foes, fire at explosive canisters to create a distraction, or start a careful, guns-free stealth takedown for each of the eight (or so) enemies.

The unloading area on the south side of the main facility is surprisingly good for massacring foes; you have a good view of the dirt road to the east (so you can deal with any incoming trucks), and the enemies need to come to you. You can even escape via the duct that runs under the facility. This duct is also great for accessing the east exit (near the alarm) or the north exit (inside the facility).

Free the caged animal along the facility's northeast side to add an element of chaos to the liberation. You do not need to kill the animal to complete the liberation.

Undetected/NoAlarms: Due to the low number of foes and good places to hide, you can clear this silently and directly. Begin at the water tower B, using the height to tag foes with your **binoculars**. Zip-line to the silo, climb it, and zip-line to the roof of the main warehouse, where you can quietly kill the guard on the rooftop. Drop down to the north, removing foes by following and strangling them or shooting them with a bow. Enter the warehouse via the northwest door, strangling the foes working north to south, and ending with the foe by the caged hostage and alarm. Deactivate the alarm, then clear any stragglers. You don't need to slay the animal.

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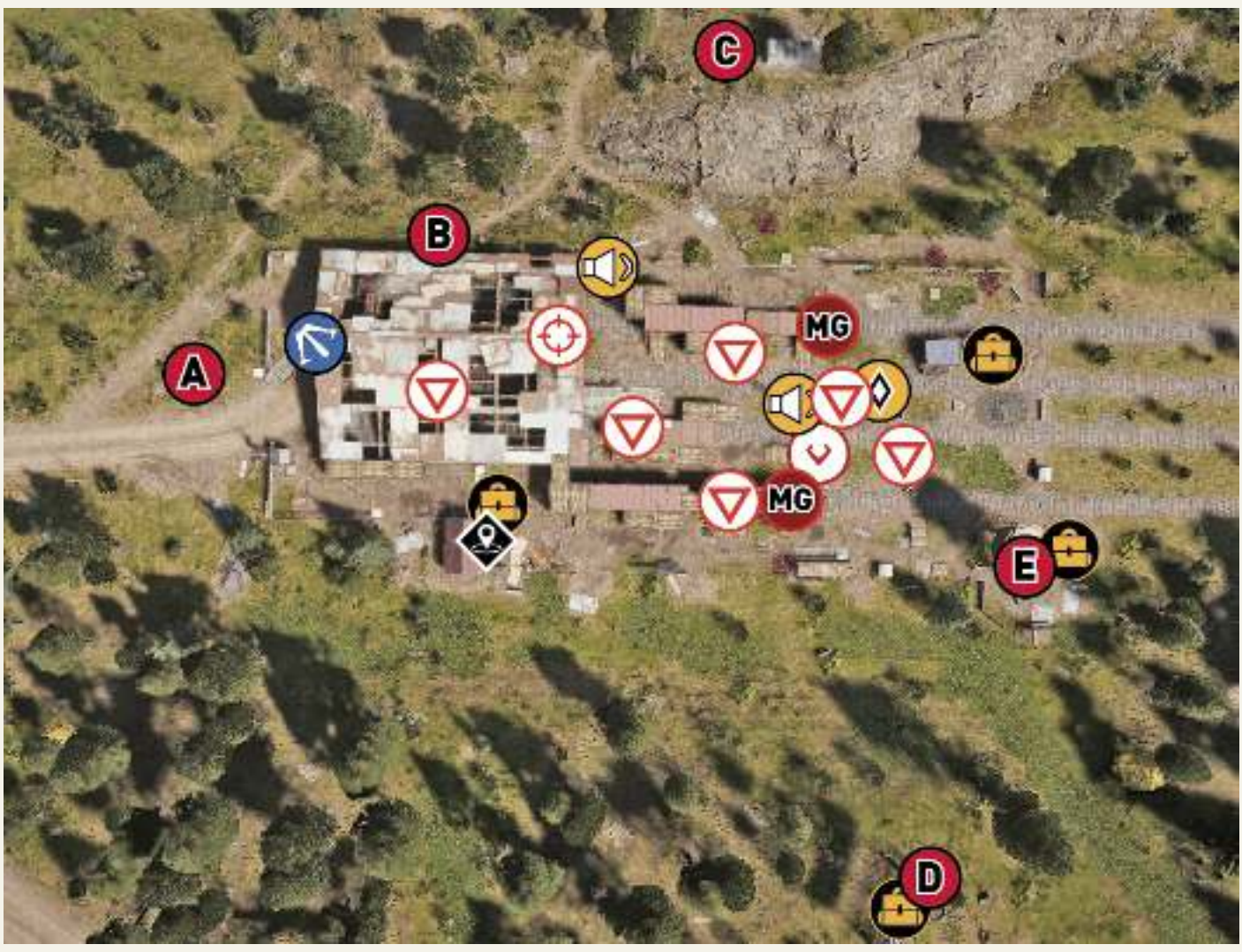
John's Region: Cult Outposts

Copperhead Rail Yard

- **Difficulty:** ★★★
- **Alarms:** 2
- **Enemies:** 8 (6 Cultists, 1 Sniper, 1 Animal)
- **Rewards:** 2012 Kimberlite TC6 M-Duty "Outlaw" (Vehicle), Low Resistance (Holland Valley)
- **Items of Note:** Region Map (Copperhead Rail Yard Sub-Region)
- **Details:** Eden's Gate is stripping the metal off of old trains to fortify their bunkers.



The number of enemies behind rail carriages makes this a little tricky to adequately liberate without giving away your position. Enemies are particularly close to the alarms, and the east one is almost impossible to shut down without clearing the enemies first.

You can zip-line down from C to the north, though you're easily spotted. Use this location to gain knowledge of enemy **locations**, before creeping down and using the open rail carriages as cover.

Check the billboard D for a scoped rifle and easy binocular tagging. You can direct a co-op friend to cause a distraction while you snipe foes, starting with those on the roof and near either alarm pole.

The water tower E is a good place to ascend and rest if **combat** is getting messy; there's items up here and it's reasonably safe, plus you can drop grenades and fire down from this point easily.

Don't forget to loot the blue upturned rail carriage to the northeast after the battle, or use it for cover during the fight.

Undetected/NoAlarms: The two alarm poles are your major concern, especially the one in the center of the rail yard. Start by crouching at A, tagging foes, and removing the two foes on the ground floor of the main warehouse first. Then grapple to the roof, or climb the ladder at B. You can then silently shoot the remaining foes from this rooftop using a bow, beginning with the enemy patrolling the top of the train carriages. Or, you can drop down, pull the enemy off the ledge of the open railcar (near the cult note on the pallets), and then work your way east, shooting the east alarm if necessary.

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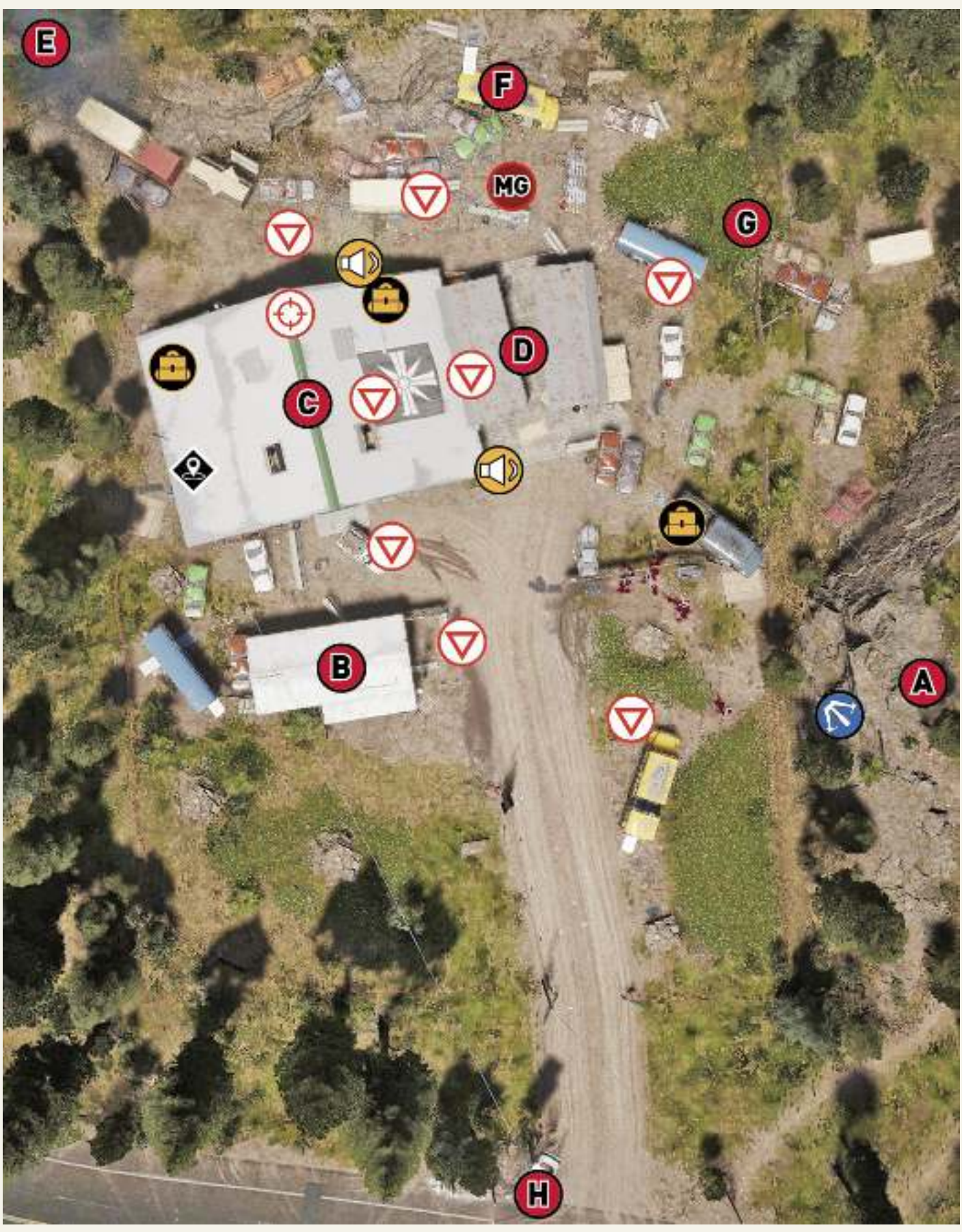
John's Region: Cult Outposts

U.S. Auto

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 8 (7 Cultists, 1 Sniper)
- **Rewards:** Low Resistance (Holland Valley)
- **Items of Note:** Region Map (U.S. Auto Subregion)
- **Details:** Eden's Gate has taken the local garage in order to create and maintain their many convoys.



Creep up to the rocky outcrop A, lob a grenade, or shoot the controls of the first alarm (that's visible from this location). Retreat and loop around to the east so you aren't seen. Crouch behind the concrete barrier above the school bus F, and shoot or lob a grenade at the other alarm panel. No reinforcements can be summoned, and you can start slaying foes as you wish.

With an ally, you each deactivate a different alarm, then cover a separate area of the yard (one removing foes in the junkyard, the other at the front of the compound).

Whether or not there's an alarm sounding, great places to fire from are the outcrop A, the upper rock ridge along the east perimeter **(** E to F**)**, and the warehouse roof where the sniper is G, accessed via a short ladder along the north warehouse wall.

There's a concrete barrier atop the rocks above the junked school bus F. Sit behind there, tagging the roof sniper, then lobbing grenades and firing down at the foes, who can't get a good shot back at you.

If you're throwing caution to the wind, climb the car-on-a-pole at the roadside H, sniping foes from here until it gets too hot; then zip-line across to the warehouse roof to finish the job.

Undetected/NoAlarms: Tag all foes from the rock outcrop A. Creep counterclockwise around the perimeter woods to the north of F. Creep down from E, cracking the foe's neck on the building's north side. Then climb the ladder on the warehouse's northeast corner, and creep over to strangle the roof sniper. Drop down, creep to the yellow bus F, and melee-strike the foe at the machine gun. Deactivate the north alarm. Creep over to and strangle the foe near the blue bus G, then the foe in the open workshop D. Enter the warehouse and tackle a foe G, then head out, around the south exterior of the office B, checking for a foe near the other yellow bus. Quickly remove the last two to three foes near the office B. Deactivate the south alarm before the last kill.

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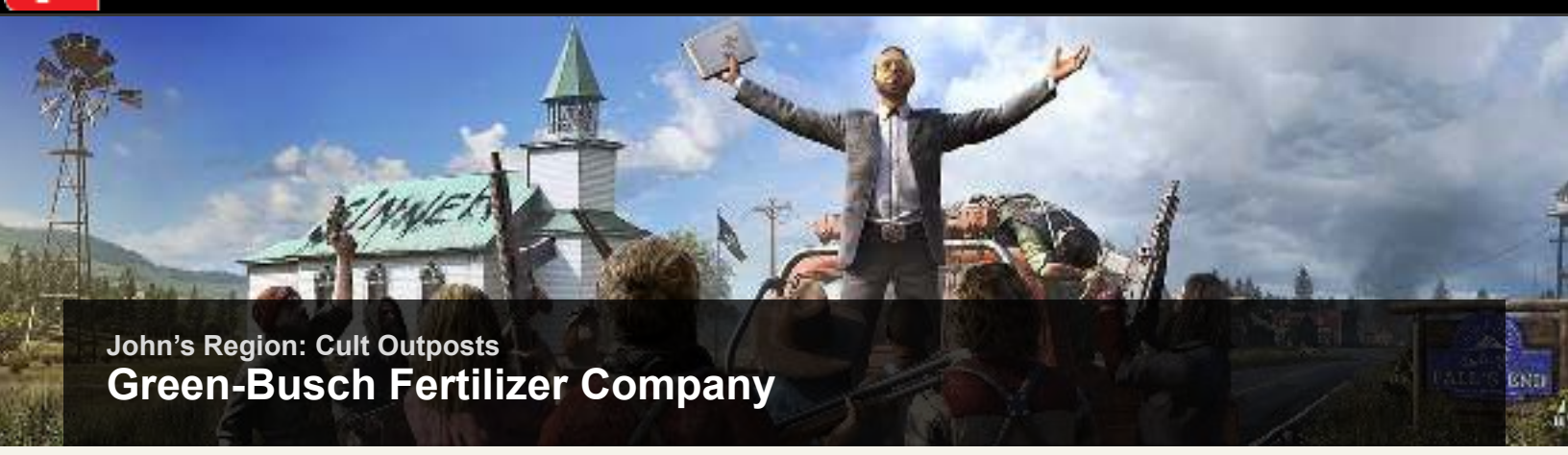

John's Region: Cult Outposts

Green-Busch Fertilizer Company

- **Difficulty:** ★★★
- **Alarms:** 2
- **Enemies:** 8 (7 Cultists, 1 Sniper)
- **Rewards:** Ultimate Survivor—Enhanced (Craftable Item), Low Resistance (Holland Valley)
- **Items of Note:** Region Map (Green-Busch Fertilizer Co. Subregion)
- **Details:** Eden's Gate has taken the local garage in order to create and maintain their many convoys.

In order to complete the liberation of this cult outpost with a degree of competency, it's worth working from the highest point downward, tackling foes on the upper gantries first. Achieve this by using the numerous grappling hook points on the north tower B or following the Undetected route.

The facility has been cut out of the hillside, giving you a U-shaped perimeter running west-north-east, on either side of F. You can easily tag enemies with **binoculars** and ranged fire from up here. Better yet, snipe the alarm panels easily and from a distance before venturing in.

The billboard to the southeast G offers cover, equipment, and elevation, though you can't spot both alarms, and you're stuck here compared to moving around the perimeter woods to the north. Still, this is a good sniping position.

You can even move up from the main road to the south E, using the low shop building with the helicopter on it D to reach a ladder attached to the silos where a sniper is. Then you can reach the main roof E and start removing foes.

The main building interior E provides access to all parts of the base on the ground level. Interior stairs allow quick access to the roof of E. However, this is a high-traffic area, so head here if clandestine approaches aren't your preference.

Undetected/NoAlarms: Grapple and scale the communications tower on the zone's far west side A. Tag all foes from this vantage point. Zip-line to the top of the Green-Busch facility tower B, drop down to the north alarm, and deactivate it. Silently kill the foe on the gantry. Head through the tower interior to the gantry heading south. Strangle the sniper on the silo roof, north of D. Drop down to the low roof E, and strangle the foe by the south alarm. Both alarms are now deactivated. Drop onto the low metal roof east of E, then work your way around and through the main structure, removing ground foes without being seen.

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John’s Region: Cult Outposts

Sunrise Farm

- **Difficulty:** ★★★
- **Alarms:** 2
- **Enemies:** 8 (6 Cultists, 1 Sniper, 1 Flamethrower)
- **Rewards:** Low Resistance (Holland Valley)
- **Items of Note:** Region Map (Sunrise Farm Subregion)
- **Details:** Eden’s Gate is hoarding fruits and vegetables and is packing them onto trucks headed for their bunkers.

This offers some unique **challenges**: a sniper on the roof of the main barn and a flamethrower enemy that refuses to go down without a bang. Both minimize your chances of an undetected liberation; make them priority targets.

One of the cultists arrives a minute or so after you do, driving a truck up from the south road E and parking it near the small barn by the north alarm. Watch he doesn’t see you.

If you’re detected, expect both the hostages inside the small barn (where a subregion map is) to be killed. Prevent this!

The pumpkin field north of D has a water tower you can climb and snipe from, if you’re attempting a cross-fire strategy with an ally. This has good cover, viewing range, and a zip line to a hut near the barn where the hostages are.

Make the rocky knoll to the west B the place to snipe from on the west side. It’s safer and higher than the south woods and playground where the flamethrower is. Also note the mortar nearby; this is great for amusing distractions when playing with a friend but terrible for being undetected! Try dropping a mortar on the truck as it parks!

Undetected/NoAlarms: Creep down from the wooded area to the northwest A, tagging foes and then shooting the sniper using a silenced weapon (such as a bow). Creep south to the trailer near the white fence, east of B. Wait for a foe to patrol atop the trailer, creep up, and execute a ledge takedown. After the truck arrives, shoot the foe coming up from the stall D, before he reaches the flamethrower foe. Then creep up, strangle the flame foe, and deactivate the south alarm. Hide in the greenhouse E. Pick off the last four foes one by one using the boxes, truck, and warehouse near the north alarm, optionally deactivating the alarm between takedowns.

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John's Region: Cult Outposts

Seed Ranch

- **Difficulty:** ★★★★
- **Alarms:** 3
- **Enemies:** 12 (9 Cultists, 3 Snipers)
- **Rewards:** Speeder (Outfit), Low Resistance (Holland Valley)
- **Items of Note:** Region Map (Seed Ranch Subregion), **Hunting** Magazine (White-Tailed Deer)
- **Details:** John's property contains a private airfield and is heavily guarded at all times.

This is the toughest cult outpost in Holland Valley for a reason—it's John Seed's residence. Although he's not home, there are a dozen enemies to contend with, along with a possible helicopter incursion.

The front steps G and entrance road, or the airstrip, aren't the optimal places to head in from (especially as the deck has a mounted machine gun to worry about). Instead, creep around the residence's rear, along the southern gardens from H to E, where you can access both main structures.

The main lodge's interior is accessible only via the great hall, but check the open skylights for grappling escape routes. There's an RPG in here, too, in case you need to deal with **helicopters** and airborne foes.

The hangar on the compound's west side D has numerous exits, including ladders up and down to both the decks. But the grappling hook near C offers quieter access up, especially as you aren't usually spotted on this side.

The three alarms are easily spotted but difficult to reach; therefore it's worth moving to them as part of an undetected takedown route. Don't forget that tagging foes using both **binoculars** and a sniper rifle is an excellent plan; do it from the comms tower to the north after grappling up there.

Undetected/NoAlarms: Begin by grappling up to the top of the north comms tower A and tagging all 12 enemies. Zip-line down to the northwest alarm bushes B, and take out your first foe by landing on them or snapping their neck near the alarm. Dump the bodies in the bushes. Creep to the side of the hangar C and tackle enemy #2 and another to the hangar's north D. Deactivate the northwest alarm. Grapple up to the hangar roof, between C and D take out the west tower sniper, and check the **locations** of your next foes.

Watch for foes on the hangar's east balcony D, in the south gardens E, and patrolling the mounted machine-gun deck F. Remove the second sniper on the hangar's exterior deck D when no one is looking. Clear another possible threat near the gardens E, then creep up the west steps of the main compound building (or zip-line across from the hangar) and take out the foe guarding the machine gun and center deck alarm. Hack the alarm.

This leaves around four enemies. Check where they are, and ambush them when no one is watching. Expect a possible foe in the southeast gardens H, after which you can optionally hack the east alarm and defeat the rest on the front steps G. Alarms aren't necessary to turn off, but you can as you make this counterclockwise sweep.

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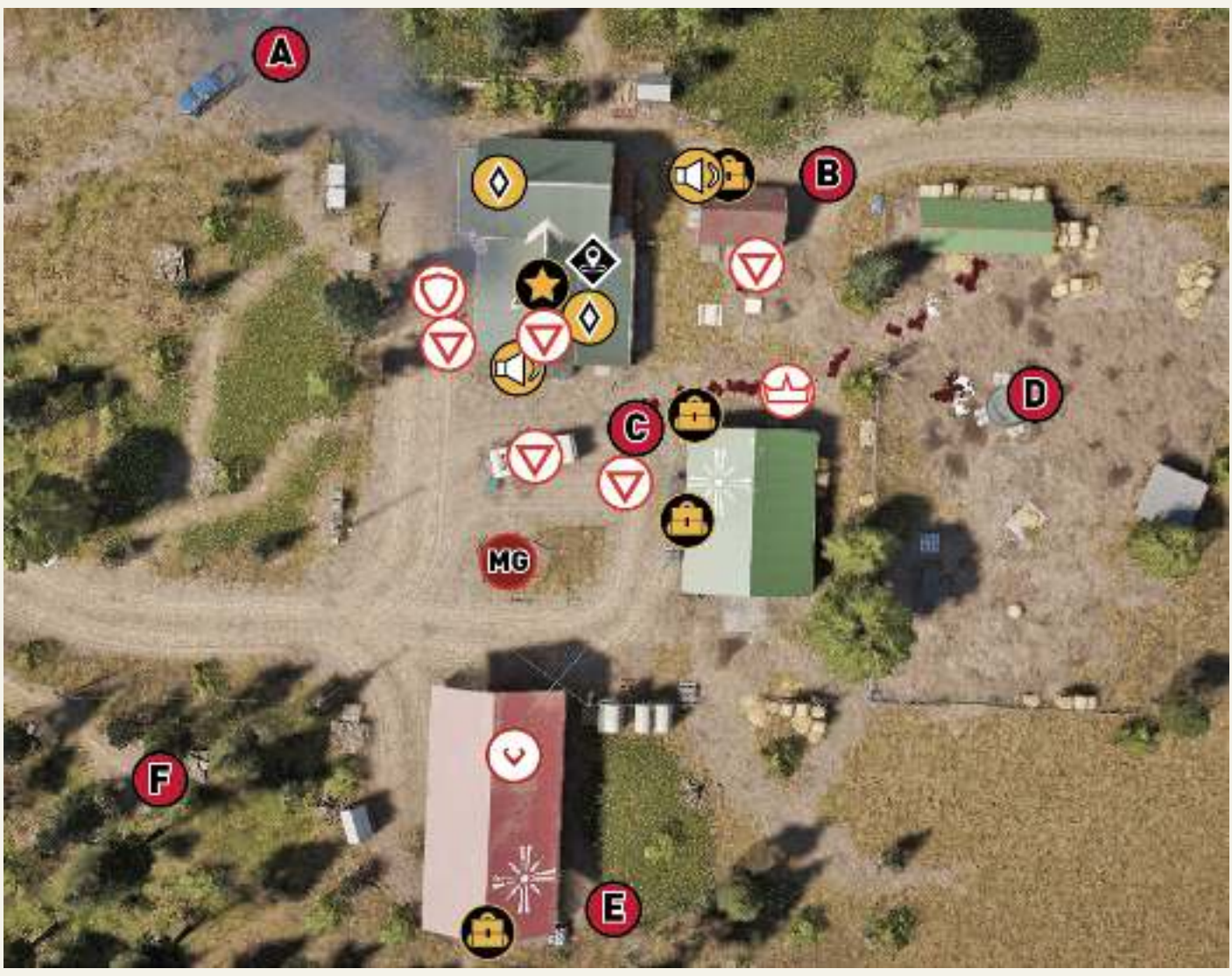
John's Region: Cult Outposts

Kellett Cattle Co.

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 8 (5 Cultists, 1 **Heavy**, 1 VIP, 1 Animal)
- **Rewards:** "The Reaper" (Vehicle), Low Resistance (Holland Valley)
- **Items of Note:** Region Map (Kellett Cattle Co. Subregion)
- **Details:** Eden's Gate has taken over this cattle farm and is slaughtering the cows for their meat.



Despite having a subregion named after it, this is a relatively tight cult outpost, with most foes in and around the main farmhouse residence, between A and B. However, the **heavy** foe is a particular concern; it's best to strangle him instead of battling him at range.

If you want to rescue hostages and grab the region map, check inside both floors of the farmhouse. You can hop through broken windows, or zip-line in from the water tower A. Have an ally stationed here so the enemies don't start wasting friendlies.

Reinforcements arrive via the main road to the west, which is quite open; creep up to the low rocks in the southwest corner F for some cover and height.

The cow barn E is another location you can **assault** from, ideally by climbing either of the ladders and using the roof for height and cover. The zip line to the green stall barn is also a bonus.

The cow pen D offers little cover, though you can creep up and into the green stall barn, east of E, more easily, allowing good cover options.

Undetected/NoAlarms: Start by tagging enemies at A and climbing the water tower for a better look around. Wait for the **heavy** foe to patrol, then follow him around the main house's north side and strangle him from behind. Deactivate the north alarm if you wish. Head around the outbuilding B, and strangle the foe cutting up meat. Then quickly get behind and melee-strike the VIP near the horse barn. Follow another foe around the barn E and tackle him; then mop up remaining enemies with silenced weaponry and melee strikes, using the trailer and barn as cover.

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John's Region: Prepper Stashes

Overview

There are 11 **Prepper** Stashes hidden in out-of-the-way places across this region. They are listed as they (roughly) appear from north to south, in each of the subregions. Note that some **Prepper** Stashes offer additional rewards (aside from **perks** and cash); all rewards are noted in your journal, and scattered within the location itself. Grab these as soon as you can; there's many Perk Points to obtain!

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John's Region: Prepper Stashes

Prepper Stash: Swingers

- **Location:** Bridge of Tears (Gardenview Subregion)
- **Rewards:** Hunter Outfit (Clothing), $1,000, Perk Magazines (3)
- **Details:** Someone's stolen weapons and gear from Eden's Gate and stashed them around the bridge supports.

GO TO the Scaffolding

Find the hut with the **Prepper**'s Note at the bridge's south end. Deal with any cultists—two by the hut and another three on the grassy riverbank below. Be sure you've obtained the Grapple perk, or this stash is inaccessible. Now read the note attached to the yellow box on the side of the hut.

FIND the Stash

Use the zip line to land on the scaffolding under the bridge. Grapple to the hook on the right side of the bridge span, swing, and attach your line to a second grapple; release and land on the platform under the bridge.

Climb and jump across to the end of the platform, then launch a grapple to a hook on the bridge span. Swing out, grapple, and swing across two more hooks above the river. Land on the scaffold platform on the Henbane River bridge support. Explore and drop through into the stash area.

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John’s Region: Prepper Stashes

Prepper Stash: High Tension

- **Location:** Lincoln Lookout Tower (**Copperhead Rail Yard** Subregion)
- **Rewards:** $1,000, Perk Magazines (3)
- **Details:** The Stricklands made a deal with the people at the Fire Tower to set up a weapons cache for the Resistance.

REACH the Lookout Tower

Investigate the lookout tower, removing cult threats on your way to the summit. Check the note inside the yellow box, on the tower’s side. It refers to “Mr. Strickland,” who owned the farm at the bottom of the hill to the southeast. It’s currently being torched by the cult.

RIDE the Zip Lines

Ride the zip line from the lookout tower to a tree platform, which is otherwise inaccessible. Check each platform as you go, gathering any items you see. Continue down two more zip lines, then leap across to an adjacent tree platform. Balance along a log to another platform, then leap to a lower platform with a final zip line.

Ride this down through a hole in the top of the otherwise-inaccessible silo with the green dome, and claim your rewards inside. There’s a zip line to the ground from the top floor, or you can drop down to engage the cultists at Strickland Farm.

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John’s Region: Prepper Stashes

Prepper Stash: DIY And DOA

- **Location:** Doverspike Compound (**U.S. Auto** Subregion)
- **Rewards:** $1,000, Perk Magazines (3)
- **Details:** Les Doverspike always knew someone would come to take his stash of guns away. Don’t let the cult get to them first.

REACH Doverspike Compound

Over at the remote Doverspike Compound, read the notice inside the box attached to the garden shed; then enter the main cottage building and survey the recent violence. Locate the Doverspike Key from a bedroom side cabinet. Return to the shed, unlock it (you could have used your Locksmith perk to open the locked shed instead), and open the hatch down into the bunker.

FIND the Stash

The electrical lock requires power to open the stash room. Read the note on the other door, then work your way to the switch at the farthest small room in the bunker. Grab anything you want to keep along the way; once the power is restored, it overloads the bunker panel and the place starts to catch fire. There is some good news; the door to the stash is unlocked, and a sprinkler system is active. Push open the door and gather your rewards before leaving.

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John’s Region: Prepper Stashes

Prepper Stash: Dumpster Diving

- **Location:** Doverspike Compound (**U.S. Auto** Subregion)
- **Rewards:** $1,000, Perk Magazines (3)
- **Details:** The Resistance stashed some gear inside the abandoned waste facility.

REACH the Interior of the Building

Head to Dodd’s Dumps, removing any minor cult threats at the entrance. Check the metal box near the cabin for the **Prepper** Note, and start a series of maneuvers to reach the interior of the building. You can:

- Shoot the barrel perched on the stack of containers with the road cones to clear a path. Start a series of climbing and grapple swings around the framed structure, until you clamber into the building.
- Or head around the perimeter until you reach a gap in the concrete across from a locked electrical door where the stash is. Then run through the waterlogged area.

In both routes, you’re looking for a power switch.

TURN ON the Power.

FIND the Stash

Flip the switch to power the door to the stash, which unfortunately electrifies the water too. So climb along the shelves, leaping to the blue rope platforms, then across and over the mesh fenced areas.

Jump across the water and land at the concrete step by the stash door. Push it open to claim the reward, and don’t get electrocuted as you leave!

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John's Region: Prepper Stashes

Prepper Stash: Vespiary

- **Location:** Grain Elevator (Green-Busch Fertilizer Co. Subregion)
- **Rewards:** Gold Medalist (Weapon Skin), $1,000, Perk Magazines (3)
- **Details:** A Resistance sniper set up a weapons cache in the old grain elevator.

REACH the Grain Elevator

A pitched battle is raging as you reach this grain elevator, with a **heavy**, flamethrower, and mounted machine-gun enemy all **training** their weapons on a Resistance sniper atop the grain tower. Expect around three normal enemies and reinforcements too. You can fight them, then inspect the note inside the metal box in the courtyard by the warehouse. But there's no need.

FIND the Stash

Instead, climb up via the building's rear (north side), onto the overhang. Bash the wooden boards across an open window in the main building to the right of the "Grain Seed Feed" sign. Work your way inside the structure. Watch for wasp nests and gather items from safes and other equipment boxes. Scale the tower's interior by leaping and grabbing climbing handles. The stash is at the top, by the sniper's body.

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John's Region: Prepper Stashes

Prepper Stash: Long Range Lockpick

- **Location:** Deep North Irrigation Reservoir (**Sunrise Farm** Subregion)
- **Rewards:** $1,000, Perk Magazines (3)
- **Details:** A brave soul locked the reservoir from the inside. Find a way in and recover their gear.

REACH the Reservoir

Inspect the box with a **Prepper**'s Note on the reservoir's southern side, by the bridge leading to the elevated stilt hut. Climb the hut's ladder, and ride the zip line across the water to a tree platform near a boathouse. Or, just climb the boathouse wall, get onto the roof, and leap to the platform.

DESTROY the Lock FIND the Stash

Turn and look at the open window that's visible only from this angle. Fire a sniper shot at the electrical lock, so a siren goes off and the interior of the stilt hut starts to flash. Swim or drive back to the bridge and push open the now-unlocked door to claim the loot inside. If the siren is blaring, the room is accessible.

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John’s Region: Prepper Stashes

Prepper Stash: Foxhole

- **Location:** Armstrong Residence (Lamb of God Church Subregion)
- **Rewards:** Militia Outfit (Clothing), $1,000, Perk Magazines (3)
- **Details:** Find out what Grace Armstrong has stashed away under her house.

REACH Grace’s House

Grace Armstrong, who is initially fending off foes at the Lamb of God Church, has a dwelling the cult is currently setting fire to. Expect around eight enemies on the grounds outside the burned cabin, including a flamethrower foe and a VIP. Deal with all of them before reading the note on the ammo box outside the structure’s shell.

FIND the Stash

Hop over the open window into a room with an exploding water heater. Work your way up and through the various rooms of the burned-out home. Enter a flaming doorway, vault over another doorway, and go up a ramp made from collapsed ceiling parts. Go down to a room with a green metal chair, up some metal shelving, and finally into the remains of a room with a safe and hatch. Crack the safe, open the hatch, and gather all the items you want from the bunker below.

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John’s Region: Prepper Stashes

Prepper Stash: Playing With Fire

- **Location:** Hope County Jail Bus (Lamb of God Church Subregion)
- **Rewards:** Molotov—Enhanced Recipe (Craftable Item), $1,000, Perk Magazines (3)
- **Details:** Some moonshiners near the old bus decided to help the Resistance by making Molotovs. Find their stash of goods.

REACH the Bus

The bus is in a wooded area just after a bridge spanning a shallow lake. Expect cult activity here, usually around six foes, including a sniper and a reinforcements-caller. Defeat them before searching for the stash.

FIND the Stash

Check the bus interior for a metal box and **Prepper**’s Note; then conduct a sweep of the shallow lake where you fought the foes. A drainage pipe beneath the road leads to the stash that you’re seeking. Watch for a wolverine hiding in here!

If you can’t unlock the stash’s cage door, check the southern pipe exit. Follow the trail of blood to a bear mauling a moonshiner by the lake. Defeat the animal, and grab the key from the corpse; it unlocks the stash inside the drainage pipe.

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John’s Region: Prepper Stashes

Prepper Stash: Deep Dive

- **Location:** Laurel Residence (**Seed Ranch** Subregion)
- **Rewards:** $1,000, Perk Magazines (3)
- **Details:** The Laurel Family stashed their survival gear in their bunker, only to have it flood. They’re gone, but their stash is still down in the depths!

REACH Laurels’ Residence

Locate a cult VIP and his underlings laying waste to the Laurel residence. After you clear the area (with some optional Resistance help), search the cottage kitchen for a metal box and **Prepper** Note instructions. Then head out back to a hut with a locked electrical door and a nearby hatch.

FIND the Stash

The note on the hut gives you a clue. Open the hatch, drop into the flooded bunker, swim to the submerged table, swipe the Laurel Residence Key Card, return to the hut, and use the keycard to enter the hut. Once inside the hut, pull the switch that powers a generator, which starts a water pump.

Return to and enter the bunker, which is emptying of water. Crack open the planks of wood at the far end to reach a good deal of equipment, including a collectible Vietnam Lighter.

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John’s Region: Prepper Stashes

Prepper Stash: Man Cave

- **Location:** Sunrise Threshing (**Kellett Cattle Co.** Subregion)
- **Rewards:** 2012 Kimberlite TCZ (Custom Paint Vehicle), $1,000, Perk Magazines (3)
- **Details:** Mike Dunagan tried to avoid giving his beloved truck to Eden’s Gate and paid the price. Search his garage to find it.

ENTER the Garage

Expect a light cult presence as you reach this barn and a couple of outbuildings. Drop the sniper first, and then the two other enemies. Read the **Prepper**’s Note on the ammo box near the outside perimeter, and figure out a cunning way into the garage.

Start by climbing the red-roofed shed, onto both grain silos, and then take a zip line across to the garage roof. Shoot the padlock off the exterior garage fence door, then reverse the nearby pickup so it connects to the trailer within the fenced garage area. Drive the trailer away, leave the pickup, and open the hatch the trailer was covering.

FIND the Stash

Drop into a bunker, then climb the ladder leading up into the garage interior, where you’ll find a custom truck and your usual magazines and cash.

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John’s Region: Prepper Stashes

Prepper Stash: Fire In The Hole

- **Location:** Wellington Residence
- **Rewards:** $1,000, Perk Magazines (3)
- **Details:** The Resistance wants to turn an old mine’s store of dynamite into a weapons cache.

FIND the Mine’s Entrance

After some major hiking to the far southeastern corner of Holland Valley, you’ll come across a waterfall, a footbridge, and a tumbledown cabin known as the Wellington residence. Remove the four or so cult members (including a sniper) and access the **Prepper**’s Note from the box on the rock near the cabin entrance. Enter the cabin and shoot the loose floorboards in one corner to find a ladder down.

FIND the Stash

This leads to a mine tunnel. Make slow, deliberate explorations forward, shooting through the mine supports that block your path. Kill any angels you come across. Work your way to a large cavern with a pool of dark water in the middle. Lob a stick of dynamite (or other explosive) at the tunnel shaft hole above the water so it explodes, releases water, and fills the pool. Swim across, climb up at the blue rope, and enter the stash chamber.

REMEMBER!

In order to complete the total number of missions in Holland Valley, you need to technically cross over into Henbane River close to the Henbane River Rail Bridge, and secure the Prepper Stash at O’Hara’s Haunted House. This mission is detailed in the Henbane River section.

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Dutch's Region: Dutch's Island

Overview

- **REPUTATION POINTS:** 2,100
- **SPECIALISTS:** 0
- **MISSIONS:** 4*
- **CULT OUTPOSTS:** 1
- **CULT PROPERTIES:** 2
- **PREPPER STASHES:** 1*
- (***Prepper** Stashes are counted towards the Mission total)

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Dutch's Region: Dutch's Island

Introduction

Welcome to the middle of Hope County: This is Dutch's territory, a small island surrounded by the three main regions of Joseph Seed's influence. After changing your clothing and appearance, you emerge from Dutch's Bunker and complete three story **missions**. You are free to ignore this **training** entirely.

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Dutch's Region: Dutch's Island
Locations

The following table lists the major **locations** on Dutch's Island:

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	1	**Ranger Station**	Cult Outpost, Region Map
Cult Property	1	Cult Shrine: North Shore	No
Cult Property	2	Cult Shrine: West Peninsula	No
Primary Location	1	Dutch's Bunker	Story
Primary Location	2	Forest Research Station	Whiskey Cask
Primary Location	3	Johnson Lookout Tower	No
Primary Location	4	Silver Lake Boathouse	Story, **Prepper** Stash
Primary Location	5	Central Radio Tower	No

*Mission Start indicates whether to expect a Story, Cult Outpost, or **Prepper** Stash Mission to begin at this location. Note that other **locations** are explored during **missions**.

Collectible indicates whether an item a particular character wants you collect is available here.

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Dutch's Region: Dutch's Island

Missions

The following table lists the **missions** available on Dutch's Island:

STORY MISSIONS

#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION
1	A Glimmer of Hope	Dutch	Dutch's Bunker
2	The Resistance	Dutch	None
3	Guns for Hire	Dutch	Silver Lake Boathouse

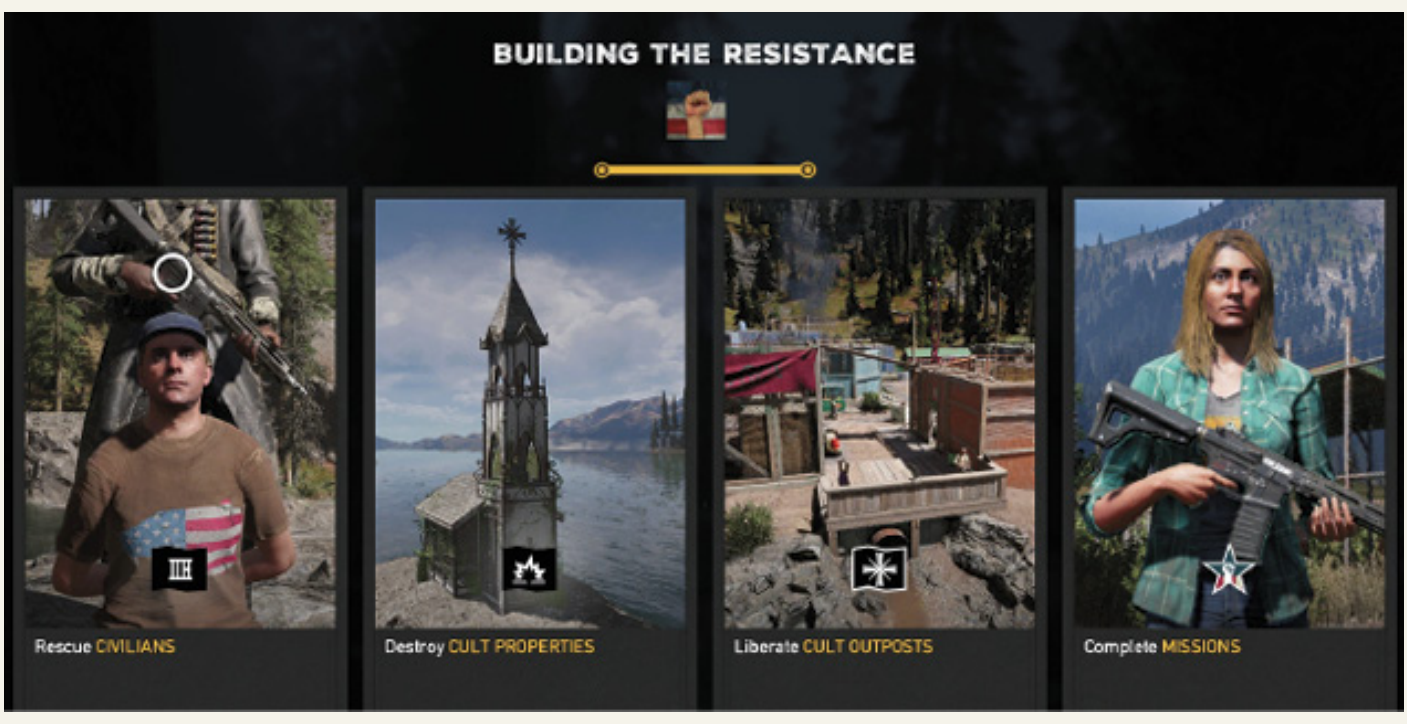
CULT OUTPOSTS

#	LOCATION
1	Ranger Station

PREPPER STASHES

#	MISSION NAME	ASSOCIATED LOCATION
1	Sunken Funds	Silver Lake Boathouse

BUILDING the Resistance



Be sure you complete the following tasks to build resistance on Dutch's Island. Each rewards you with Resistance Points (RP). When you've gathered enough RP, the location becomes liberated. Then apply this to all three of the vast outer regions of Hope Valley.

- **Rescue civilians:** Anyone exhibiting this icon is being held against their will; civilians who pose no threat have a circle icon above them. Save them to earn RP and potentially gain clues to nearby **missions**. Most civilian rescues are random, free-form events.
- **Destroy cult properties:** This is a free-form activity; it involves locating a cult property, which takes a different form depending on the region, and destroying it. Expect a light cult presence at each property. There are also cult **vehicles** (e.g., fuel tankers, Bliss trucks) with the same icon; destroying these also nets you RP. In the case of Dutch's Island, these Shrines consist of white huts with a steeple. Shoot or lob explosives at the explosive canister at the base of the steeple.
- **Liberate cult outposts:** These are strongholds that are usually heavily guarded and may have alarms, different foe types, and the possibility of reinforcements. They are the toughest places to liberate, so preplanning and ranged reconnaissance are recommended.
- **Complete missions:** These are either story or side **missions**, and you can receive hints from liberated civilians on their whereabouts. Most are related to a particular character. **Note that the total "missions" for each region is the total story, side, and Prepper Stash missions added together.**

DUTCH'S ISLAND Activities

Learn the fundamentals of mission structure; how to complete story **missions** (no side **missions** are available), liberate a cult outpost (and optionally complete this "undetected"), and destroy cult properties; the location and discovery of your first **Prepper** Stash; the rescue of your first Gun for Hire ally; and the tenets of building the resistance.

Though the following are not flagged on this map, you will randomly:

- Encounter cultists
- Free hostages
- Find hostages who offer hints about **Prepper** Stashes and other **missions**
- Find reading material clues
- Gather weapons and equipment (and perfect the Weapon and **Utility Wheel** navigation)
- Try different methods of enemy takedowns
- Hunt ducks
- Forage for plants (part of the Inventory menu you should also study)

Finally, once the island is liberated, Dutch instructs you on how the **World** Map works, and you're free to explore the vast wilderness of Hope County.

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Dutch's Region: Dutch's Island

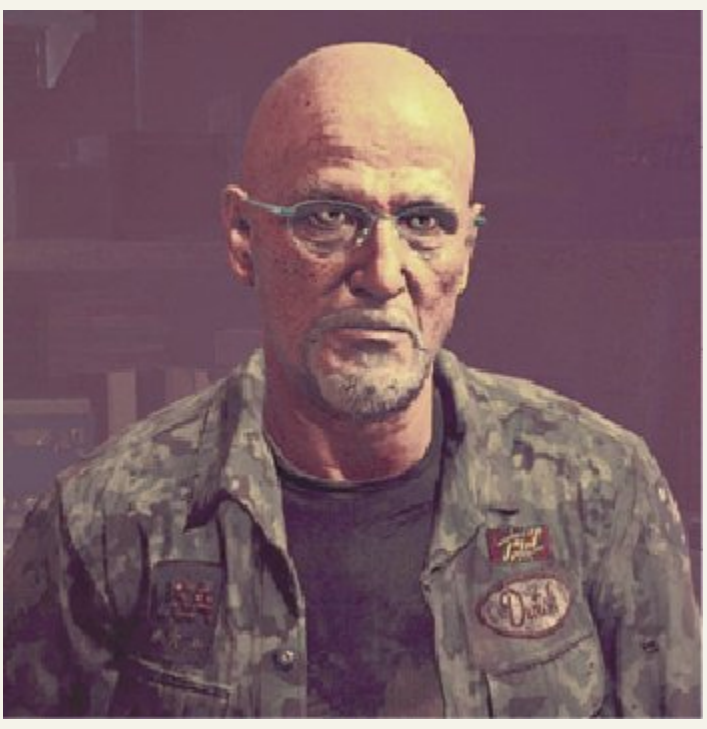
Story Mission: A Glimmer Of Hope

- **Prerequisites:** Complete **Story Mission: No Way Out**
- **Rewards:** None
- **Details:** Meet Dutch and get updated on the situation.

CHANGE Clothes

After you're pulled to safety, you wake up inside Dutch's bunker, under the northeastern corner of Dutch's Island. Inspect the metal clothing locker to access the **Character Customization** menu. Choose clothes and appearance, the latter of which you cannot change after this point.

TALK to Dutch TAKE the Gun and Map from the Safe



Richard "Dutch" Roosevelt

Explore the interior of Dutch's bunker. Almost all the rooms (except the armory) are accessible. Meet Dutch in the comms room, where he explains your predicament. It looks like you're on your own.

Now grab the P226 handgun, the armory key, and the Hope County map from the open safe behind you. The Inventory and **World** Map menus are now unlocked.

EXIT the Bunker

Before exiting, you can study the map and read information on the Seed Family in the comms room. Then optionally search every room in the bunker, read more about Dutch, and listen to radio and phone messages from Fall's End and Rae-Rae's Pumpkin Farm (both in Holland Valley). There's a medkit, a shovel, and other minor equipment to gather if you want too.

The armory (unlocked using the key from the comms room safe) simply holds more ammunition for your handgun.

When you're ready to venture outside, head to the bunker exit. Optionally grab a pipe melee weapon at the foot of the stairs, open the bunker door above your head, and step out, ready to explore and liberate Dutch's Island. Pick some Prickly Lettuce growing just outside the hatch before you depart. This is a component (Inventory menu).

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Dutch's Region: Dutch's Island

Story Mission: The Resistance

- **Prerequisites:** Complete Story Mission: A Glimmer of Hope
- **Rewards:** Medium Resistance (Dutch's Island)
- **Details:** Build up the resistance by freeing hostages, destroying cult property, undertaking **missions**, and clearing outposts.

LIBERATE Dutch's Island

Even though Dutch's Island isn't particularly large, there's a wealth of optional tasks you can undertake, that can be done in any order you like. You can ignore any of them, but it's worth methodically exploring and clearing areas of the island in the order we present here to gain the best equipment and knowledge at the earliest possible point. The fog surrounding this island prevents you from leaving but lifts once this mission is over.

DESTROY A Cult Shrine

This is not an official objective. Look right (west) as you emerge from the bunker, and head through the meadow to the first cult property—a shrine guarded by three foes. Start to learn the following:

- The fundamentals of tagging enemies and using your **binoculars**.
- The extra protection trench-coat-wearing cultists have over regular foes.
- The advantages of stealthily removing each of the three foes here instead of revealing your position.
- The use of throwing rocks to distract enemies.
- The value of looting each enemy and the boxes around the shrine.
- How to shoot the gas canister so it explodes, killing one of the Peggies.
- How to shoot the shrine's propane tank (within the steeple) until the structure explodes. Note the Resistance Points increase.
- How to grab an AR-C from the trench-coat foe and change its ammo in the **Weapon Wheel**. Notice the different projectiles you can swap between in the **Weapon Wheel**.
- How to access the **Utility Wheel**, which is empty at the moment. Craft items to fill this up.

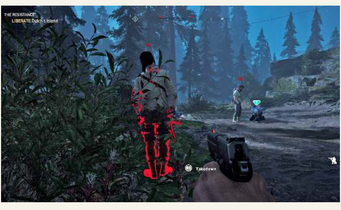
RESCUE A Civilian

This is not an official objective. Due south of Dutch's bunker and up the trail from the first cult shrine is a hunter's platform to climb. Use the **binoculars** to tag two cultists roughing up a citizen. Feel free to shoot them with your rifle from here, drop down, and sneak up on them, or slay them in whatever manner you wish.

Liberate the hostage (note the RP you receive), and he tells you of the **Prepper** Stash (**Prepper Stash: Sunken Funds**).

Dutch also radios in around this time to give information regarding **Story Mission: Guns for Hire** (this mission will only trigger once you acquire 125 Resistance points on Dutch's Island).

Neither mission is time-sensitive, so there's no hurry.



INVESTIGATE Johnson Lookout Tower

This is not an official objective. Above the civilian you just rescued is the Johnson Lookout Tower. Though this tower is devoid of foes, check it for a phone message, ammo, and three zip lines:

- The one to the southeast allows you to reach an otherwise-inaccessible hunter platform with a rucksack to loot.
- The southwest one allows you to reach Silver Lake Boathouse and the two **missions** you've unlocked.
- The northwest one allows you to reach an area where you can hunt duck, midway between the first cult shrine and the Forest Research Station. Don't head to the latter until Story Mission: **Guns for Hire** is active.

COMPLETE Other Missions

At this point, complete **Prepper** Stash: Sunken Funds and claim the compound bow. This allows excellent (and silent) takedowns of regular foes, though enemies with trench coats usually need two bolts. Remember you can buy or craft incendiary and explosive arrows too!

Now complete Story Mission: **Guns for Hire** to learn the fundamentals of the Roster menu and allies and how to order them in **combat**. Speak to the hostage at the Forest Research Station, who mentions the cult outpost at the **ranger station**, if you haven't discovered that already. Dismiss your ally at the Roster menu afterward, if you don't want to use him anymore.

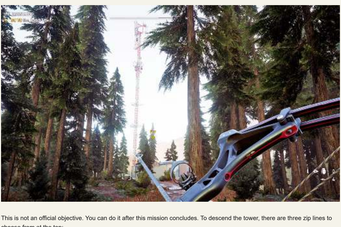
Head to the **ranger station**, and liberate this cult outpost. Attempt to complete this undetected. If you're spotted during the liberation, select "Reload Last Checkpoint" in the Options menu until you get it right!

GO TO the Radio Tower

ACTIVATE the Antenna at the Radio Tower

Journey to the tower, pushing open one of the mesh doors to reach the base of the mast. Climb three ladders attached to the mast, go to the top. Flip the switch and the fog lifts, the island is liberated, and Dutch introduces you to the three main regions of Hope Valley. This mission now concludes.

ADDITIONAL Investigations



This is not an official objective. You can do it after this mission concludes. To descend the tower, there are three zip lines to choose from at the top:

- The one to the east leads to a truck trailer. Interact with the switch on the side of the container to open and loot it.
- The one to the north leads to the second cult shrine on the island. Head there, defeat the three foes, and destroy the shrine.
- The one to the southwest leads to an old dock, where a dinghy is moored (it appears only after this mission concludes). Use it to navigate the rivers if the quad bike isn't your style.

In addition, you can:

- Check the dock on the island's eastern shore.
- Pick Lupine by the river's edge in the island's southeast region.
- Gather supplies from a broken-down pickup at the island's southern security hut exit; this leads into the Henbane River area.
- Go duck **hunting** in the northern part of the island.
- Craft your first items, assuming you've looted all the equipment chests, enemies, and scenery you've found at the **locations** around this island. Projectiles are crafted at the **Weapon Wheel**. Homeopathics are crafted at the **Utility Wheel**. You should be able to craft at least Molotovs and dynamite by now.
- Finally, you can search the warehouse at the base of the central radio tower. There's a rifle, ammo, equipment, and a quad bike to use as you leave the island, ready to explore whichever region you like (though we recommend you make Holland Valley your first territory).

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Dutch's Region: Dutch's Island

Story Mission: Guns For Hire

- **Prerequisites:** Explore Dutch's Island for the first time. Earn 125 Resistance points on Dutch's Island.
- **Rewards:** Medium Resistance (Dutch's Island)
- **Details:** Liberate hostages and fight back against the cult.

GO TO the Fishing Dock

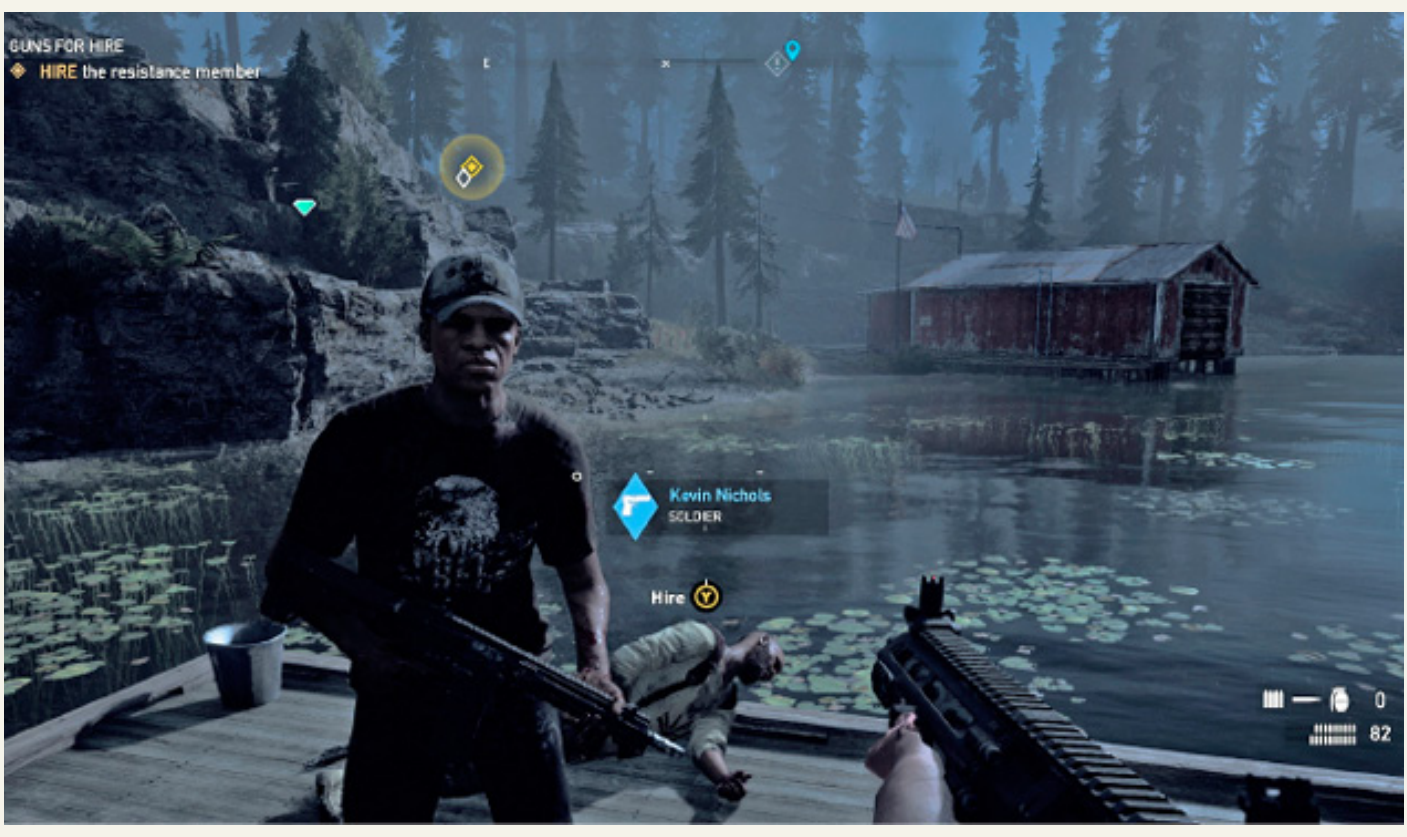
SECURE the Area

As you begin to sweep southward from Dutch's bunker, he radios in to let you know of a prisoner being held on the west side's **fishing** dock. Head there; it is just north of the Silver Lake Boathouse, in the U-shaped harbor. Tag the two foes near the dock hut with your **binoculars**. Then execute them.

You can melee-strike the foe on the shore, then headshot the enemy assaulting the civilian. Or shoot the foe on the dock first; just make sure the civilian isn't harmed (area-of-effect weapons like explosive projectiles aren't recommended).

LIBERATE the Hostage

HIRE the Resistance Member



Head to the dock, untie the hostage, and then hire them as a soldier. They are added to your Roster menu, so check it out. Consult the on-screen instructions and the **Training** chapter of this guide for more information on using them effectively.

For the moment, focus on Moving and Attacking commands. Start utilizing this soldier exclusively, should you want to use allies, as additional Soldier **perks** are unlocked once they reach a certain kill count.

REACH the Forest Research Station

SECURE the Area

Crouch down so your ally doesn't bolt forward and cause a commotion (until you're ready). Survey the Forest Research Station from the rock outcrop to the south. There are six foes to defeat here and a hostage inside the cabin, so use explosives only away from the building. You could:

- Send your soldier along the right perimeter (woods) while you zip-line to the left (dockside) and start mowing down the enemy, each taking three foes.
- Send your soldier down to cause a distraction while you back them up from the rocky outcrop.
- Send your soldier into cover while you storm the central crates area. Your ally provides backup. Or dismiss the soldier and stealthily take everyone down with a bow or melee attack, working counterclockwise around the cabin.
- You can dive into the cabin and use it as a defensive position. Better yet, scramble onto the roof, where you're protected; however, you can be outflanked if a foe climbs up to intercept you.

Once you secure the area, the mission completes. Free the hostage inside the cabin. Talk to them to receive information on the **Ranger Station** Cult Outpost. Check the vicinity for a clue as to the location of the other cult shrine on this island.

Dismiss the soldier when you're done with them; access their picture from the Roster menu to do this.

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Dutch's Region: Cult Outposts
Overview

There is one cult outpost to liberate within Dutch's Island. Exploring this location also yields an in-game region map and a plethora of items and equipment. Expect the largest concentration of enemies here, too. The following gives you a map **overview**, some possible insertion points, and an optimal path for completing an outpost-clearing mission.

This is likely your first cult outpost liberation. It's important to realize there are benefits for finishing this mission without being seen, specifically, the **World** Challenge "Outposts Liberated Undetected" and the rewards you receive for consecutive completions using the same plan. This means killing all cultists without them seeing you. Naturally, this is easier said than done, so rely on the following:

- **Stealth weaponry:** A compound bow, your fists, and throwing knives or stones are essential compared to loud guns.
- **Certain Perks**: Nimble Fingers, Sneaky Sprint, Takedown Mastery, Primal Mastery, and Ghost are all recommended perk purchases, since they increase stealth capabilities.
- **Stop any failed attempts:** Access your Options menu and choose "Reload Last Checkpoint" so you can start over.

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Dutch's Region: Cult Outposts

Ranger Station

- **Difficulty:** ★
- **Alarms:** 0
- **Enemies:** 4 (4 Cultists)
- **Rewards:** Money, Resistance Points: 400 (Dutch's Island)
- **Details:** The ranger station at Silverlake is an old structure built by the Catamount Mining Company in the '50s. It was taken over by the National Park Service.
- **Items of Note:** Region Map (Dutch's Island Region)

LIBERATE the Cult Outpost

This is a simple outpost to reconnoiter. There's a cabin on the east side with an accessible interior, a muddy road running north to south, and two small outbuildings to the west. The ground is higher to the north. Note the hostage being roughed up near the cabin porch.

The main cabin roof is also a good place to shoot down from (and hide), whether you're attempting stealth tactics or not.

Grab the Silver Lake Region Map inside the cabin. This reveals all major **locations** on Dutch's Island.

Undetected: Tag foes with **binoculars** at A. Crouch and produce your compound bow. Shoot the poorly armored foes first, starting with the one near the outbuilding C. If anyone sees another foe die, back up. Kill three foes silently, until the trench-coat foe is left. Crouch and tag him with two arrows, or kill him with melee strikes.

Undetected: Drop down from A, creeping to the foe standing on the front porch. Kill him from behind with your fists. Grab the corpse, then dump it in the long grass northeast of the cabin. Enter the cabin via the back door D. Wait until neither of the two regular cultists are looking your way; then strangle the trench-coat foe at the hostage. Quickly snap the neck of the kneeling foe, then the one near the outbuilding C. This is achievable without any foe even seeing your kills.

Or, you can fire from A, easily mowing down enemies. You can also take up defensive position inside the cabin D or approach from the northwest trail B, using the outbuildings as cover and climbing the southwest building C, using your height advantage to slay enemies.

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Dutch's Region: Prepper Stashes

Overview

There is one **Prepper** Stash hidden in Dutch's Island.

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Dutch's Region: Prepper Stashes

Prepper Stash: Sunken Funds

- **Location:** Hut near Silver Lake Boathouse
- **Rewards:** Prepper's Treasure: $666
- **Details:** Montana is an ideal place for preppers. It is not rare to find a shelter in these parts filled with useful items.

GO TO the Sunken Bunker

Locate a small hut with a bunker hatch in the ground next to it. The hatch leads to a waterlogged bunker; this is inaccessible until the bunker is drained. While gathering any extraneous equipment from the general area, read the note attached to the yellow box on the side of the hut. Power must be restored so the water pump can work.

FIND a Way into the Boathouse.

ACTIVATE the Power.

REACH the Prepper Stash.

Zip-line down to the Silver Lake Boathouse. The door inside is locked. Swim under the boathouse, surfacing inside the structure. Climb the blue ropes and flip the breaker to activate the power. Now swim back to the harbor, or grab the Silver Lake Boathouse key and unlock the door. Return to the bunker hatch, now humming with power. Turn the water spigot to drain the bunker.

With the water pump active, descend the hatch steps. Grab extra cash, batter the planks of wood blocking your way (shoot them if you aren't concerned about ammunition), and complete the mission. Don't leave without looting the place; there are items for **crafting** explosives and a compound bow. Although it takes the place of your rifle, it's an exceptional weapon for stealth takedowns.

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Jacob's Region: Whitetail Mountains

Overview

- **REPUTATION POINTS:** 10,000
- **SPECIALISTS:** 3
- **MISSIONS:** 41*
- **CULT OUTPOSTS:** 5**
- **CULT PROPERTIES:** 10
- **PREPPER STASHES:** 7*

*Prepper Stashes are counted toward the mission total.

**Baron Lumber Mill is technically a cult outpost, though it isn't counted in your region totals.

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Jacob's Region: Whitetail Mountains

Introduction

Whitetail Mountains is the most remote of the three regions, with disparate **locations** spread out among the region's many mountains, lakes, and rivers. To build their army, Eden's Gate indoctrinates soldiers and transforms wolves into monsters known as Judges.

But there is hope: To join **the Whitetail Militia**, you must impress their **leader**, Eli Palmer, by fighting the cult in any way possible. Only after Eli witnesses your bravery (check Eli's **Missions** for how this is achieved), is the militia's main hideout and base of operations for this region, the Wolf's Den, available to you.

The guide map for Whitetail Mountains has been further divided into five subregions, based on the in-game region maps you can find at each of the five **cult outposts** (these are also noted in this guide's Atlas). The subregion boundaries are arbitrary, and available **missions** are listed as they appear when you move through these subregions roughly west to east, returning to the southwest to complete the **exploration**.

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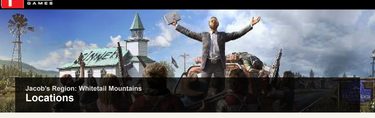

Jacob's Region: Whitetail Mountains

Locations

The following table shows every major location throughout Whitetail Mountains, working roughly from west to east, within each of the five different subregions.

SUBREGION 1: PIN-K0 RADAR STATION

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	1	PIN-K0 Radar Station	Side (2), Cult Outpost, Subregion Map
Cult Property	1	Wolf Beacon: Northwest Cedar Lake	Side
Cult Property	2	Wolf Beacon: Radar Station Cliffs	Side
Primary Location	1	Rattlesnake Trail Bridge	Prepper Stash
Primary Location	2	Snowshoe Lake	No
Primary Location	3	Hunter's Pass Shelter	Vinyl Crate
Primary Location	4	Ozhigwan Falls	Prepper Stash
Primary Location	5	Jefferson Lookout Tower	Comic Book (Zombie)
Primary Location	6	Whitetail Park Visitor Center	Cheeseburger Bobblehead, Vietnam Lighter, Fishing Magazine
Primary Location	7	Hawkeye Tunnel	No

SUBREGION 2: WHITETAIL PARK RANGER STATION

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	2	Whitetail Park Ranger Station	Side, Cult Outpost, Subregion Map, Cheeseburger Bobblehead, Plant Magazine
Cult Property	3	Wolf Beacon: Northeast of Cedar Lake	Side
Cult Property	4	Wolf Beacon: Promontory South of Cedar Lake	Side
Cult Property	5	Wolf Beacon: Central-West Lakes	Side
Primary Location	8	McKinley Dam	No
Primary Location	9	Jacob's Gate	Story
Primary Location	10	Grand View Hotel	Story (4), Cheeseburger Bobblehead (island north of location), Hunting Magazine
Primary Location	11	North Park Entrance	Vinyl Crate
Primary Location	12	Bo's Cave	Side
Primary Location	13	Cooper Cabin	Cougars Baseball Card
Primary Location	14	Red Tail Cabin	Vinyl Crate

SUBREGION 3: F.A.N.G. CENTER

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	3	F.A.N.G. Center	Side, Cult Outpost, Subregion Map, Cougars Baseball Card
Cult Property	6	Wolf Beacon: F.A.N.G. Center Hills	Side
Cult Property	7	Wolf Beacon: Moccasin River Basin	Side
Primary Location	15	St. Francis Veterans Center	Story
Primary Location	16	Lansdowne Airstrip	Prepper Stash, Cheeseburger Bobblehead, Hunting Magazine
Primary Location	17	Elliot Residence	Prepper Stash, Comic Book (Zombie), Vietnam Lighter
Primary Location	18	The Grill Streak	Side (2), Vinyl Crate
Primary Location	19	Breakthrough Camp	Vinyl Crate, Fishing Magazine
Primary Location	20	Old Sun Outfitters	No

SUBREGION 4: BARON LUMBER MILL

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	4	Baron Lumber Mill	Story (2), Side, Cult Outpost, Subregion Map, Cheeseburger Bobblehead, Plant Magazine
Cult Property	8	Wolf Beacon: Northeast of Wishbone Lake	Side
Primary Location	21	McNeill Residence	Comic Book (Vietnam), Cougars Baseball Card
Primary Location	22	Linero Building Supplies	Vinyl Crate, Fishing Magazine
Primary Location	23	Haskell Lookout Tower	No
Primary Location	24	Fort Drubman	Story (2)
Primary Location	25	MCA Mobile Lab	Story, Vinyl Crate
Primary Location	26	Loresca Residence	Fishing Magazine
Primary Location	27	Whitetail Mountains Rail Bridge	No
Specialist	1	Cheeseburger (Mauler)	Linero Building Supplies
Specialist	2	Hurk Drubman Jr. (Long Range)	Fort Drubman
Specialist	3	Jess Black (Long Range)	Baron Lumber Mill

SUBREGION 5: ELK JAW LODGE

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	5	Elk Jaw Lodge	Cult Outpost, Subregion Map, Fishing Magazine
Cult Property	9	Wolf Beacon: West Mountains	Side
Cult Property	10	Wolf Beacon: Southwest Mountains	Side
Primary Location	28	Wolf's Den	Story (6), Side
Primary Location	29	Oberlin Picnic Area	Side
Primary Location	30	Osprey Cabin	Vinyl Crate
Primary Location	31	Kestrel Cabin	No
Primary Location	32	Mansfield Lookout Tower	No
Primary Location	33	Frank's Cabin	Prepper Stash
Primary Location	34	Damsky Cabin	Prepper Stash, Vinyl Crate, Fishing Magazine
Primary Location	35	Valley View Overlook	No
Primary Location	36	Stone Ridge Chalet	No
Primary Location	37	Silver Lake Parking Lot	No
Primary Location	38	Clagett Boathouse	Side
Primary Location	39	Salvage Camp	Prepper Stash
Primary Location	40	Dylan's Master Bait Shop	Side (2)
Primary Location	41	Langford Falls Parking Lot	No
Primary Location	42	Widow's Creek	No
Primary Location	43	Fowler's Retreat	Side
Primary Location	44	South Park Entrance	Vinyl Crate , Cheeseburger Bobblehead

*"Mission Start" indicates whether to expect a Story, Side, Cult Outpost, or Prepper Stash mission to begin at this location. Note that the majority of other locations are explored during missions or may have a random clue to a mission start. "Collectible" indicates whether an item a particular character wants you collect is available here. Also note that some Secondary Locations (not shown on your in-game map, but tracked throughout this guide's Atlas) may hold a Collectible. Check the specific mission or Atlas for further information.

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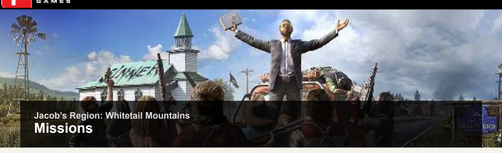

Jacob's Region: Whitetail Mountains

Missions

The next table details the missions accessible throughout Whitetail Mountains (you can look up the story and side missions by location or character). To gain the total number of missions in this region, add the total number of Story, Side, and Prepper Stash missions together.

Story And Side Missions: Whitetail Mountains

MISSIONS: INITIAL LIBERATION

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	Liberate Baron Lumber Mill	Dutch & Jess Black	Baron Lumber Mill

MISSIONS: SUBREGION 1: PIN-K0 RADAR STATION

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	2	Static Frequency	Resistance Fighter	PIN-K0 Radar Station
Side	3	Quadzilla	Clutch Nixon	PIN-K0 Radar Station

MISSIONS: SUBREGION 2: WHITETAIL PARK RANGER STATION

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	4	Shooting Gallery	Resistance Fighter	Whitetail Park Ranger Station
Side	5	Nature Provides	Bo Adams	Bo's Cave

MISSIONS: SUBREGION 3: F.A.N.G. CENTER

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	6	A Right to Bear Arms	Wade Fowler	F.A.N.G. Center
Side	7	Flavor Country	Chad Wolanski	The Grill Streak
Side	8	Grill Streak	Chad Wolanski	The Grill Streak

MISSIONS: SUBREGION 4: BARON LUMBER MILL

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	9	A Dish Served Cold	Jess Black	Baron Lumber Mill
Side	10	Welcome Party	Resistance Fighter	Baron Lumber Mill
Story	11	The Prodigal Son	Hurk Drubman Sr.	Fort Drubman
Story	12	Make Hope Great Again	Hurk Drubman Sr.	Fort Drubman
Story	13	Dinner Time	Doctor Sarah Perkins	MCA Mobile Lab
Side	14	The Mooseknuckle Run	Clutch Nixon	(North of) Baron Lumber Mill
Side	15	The Lord of the Wings	Clutch Nixon	Northeast Mountains of this subregion

MISSIONS: SUBREGION 5: ELK JAW LODGE

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	16	Missing in Action	Eli Palmer	Wolf's Den
Story	17	Get Free	Eli Palmer	Wolf's Den
Story	18	Search and Rescue	Eli Palmer	Wolf's Den
Story	19	Radio Silence	Tammy Barnes	Wolf's Den
Story	20	Eviction Notice	Tammy Barnes	Wolf's Den
Side	21	Call of the Wild	Tammy Barnes	Wolf's Den*
Story	22	Gearing Up	Wheaty	Wolf's Den
Side	23	Turn the Tables	Wheaty	Wolf's Den
Side	24	Grand Slam	George Wilson	Oberlin Picnic Area
Side	25	Tools of the Trade	Skylar Kohrs	Dylan's Master Bait Shop
Side	26	Gone Fishin'	Skylar Kohrs	Dylan's Master Bait Shop*
Side	27	The Admiral	Skylar Kohrs	Clagett Boathouse
Side	28	Mint Condition	Dave Fowler	Fowler's Retreat

MISSIONS: JACOB SEED: BUILDING THE RESISTANCE

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	29	Mountain Armed Convoy	Dutch	Whitetail Mountains
Story	30	The World Is Weak	Jacob Seed	Grand View Hotel
Story	31	We Must Be Strong	Jacob Seed	Grand View Hotel
Story	32	Sacrifice the Weak	Jacob Seed	Grand View Hotel
Story	33	Only You	Jacob Seed	Grand View Hotel
Story	34	Casualties of War	Jacob Seed	Jacob's Gate

* Associated Locations usually indicate where the first of a group of missions undertaken for a specific character starts. Subsequent missions may begin elsewhere.

CULT OUTPOSTS: WHITETAIL MOUNTAINS

#	LOCATION
1	PIN-K0 Radar Station
2	Whitetail Park Ranger Station
3	F.A.N.G. Center
4	Baron Lumber Mill*
5	Elk Jaw Lodge

*Baron Lumber Mill is technically a cult outpost, though it isn't counted in your region totals.

PREPPER STASHES

#	MISSION NAME	SUBREGION	ASSOCIATED LOCATION
1	Mayday	PIN-K0 Radar Station	Rattlesnake Trail Bridge
2	Cliffhanger	PIN-K0 Radar Station	Ozhigwan Falls
3	Hangar Pains	F.A.N.G. Center	Lansdowne Airstrip
4	The Holdouts	F.A.N.G. Center	Elliot Residence
5	Unwelcome Guest	Elk Jaw Lodge	Frank's Cabin
6	Gone Squatchin'	Elk Jaw Lodge	Dansky Cabin
7	Salvage Rights	Elk Jaw Lodge	Salvage Camp

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Jacob's Region: Whitetail Mountains

Story Mission: Liberate Baron Lumber Mill

- **Prerequisites:** None
- **Rewards:** 400 Resistance Points (Whitetail Mountians)
- **Details:** Eden's Gate has claimed the Baron Lumber Mill and is holding captured prisoners there until they are ready for Jacob's indoctrination.

MISSION Commencement

Dutch gives you a hint that his niece has been taken hostage at the Baron Lumber Mill, one of the major points on your **world** map. Head there, ideally tooled up with stealth takedowns in mind, as this is technically a cult outpost, and removing foes without raising the alarm is recommended.

Baron Lumber Mill

- **Difficulty:** ★★★
- **Alarms:** 1
- **Enemies:** 8 (6 Cultists, 1 Sniper, 1 **Heavy**)
- **Items of Note:** Region Map (Baron Lumber Mill Subregion), Cheeseburger Bobblehead, Magazine (Flora: Prairie Fire)

The lumber mill seems complicated, with a couple of locked gates; a central area of cages E; a main living quarters to the southeast F; and various machine buildings, including a pulp tower with a sniper on it, near E. However, you can ignore most of the cage and ground areas, and approach from the north or east.

The two foes to watch for are the sniper and the **heavy**. The **heavy** patrols the eastern ground, though all foes tend to scale the many ladders to reach rooftop **locations** when spooked.

Approaching from the south road or woods G isn't wise, as the enemies have two mounted **machine guns** pointing in this direction. Circumvent the main armaments and outflank your foes.

Liberating this location is relatively straightforward, but doing it without attracting any reinforcements requires a modicum of skill. If all you care about is destroying the alarm so no more foes can be summoned, climb the southwest water tower A and shoot the rooftop panel at the base of the alarm; this is the easiest long-range location from which to attempt this. Otherwise, use the water tower to tag foes with your **binoculars**.

The dry riverbed along the mill's west perimeter D is a great way to move around to the mill's rear, which is lightly guarded. This is far better than trying a frontal **assault**, unless you're just here to cause explosions and carnage.

A great way to deliver stealth takedowns, aside from the optimal path below, is to climb the ladder of the saw building along the northern perimeter G, access the conveyor belt E to the top of the silo tower, then drop down. Climb to the roof of the northwest garage (shooting the lock with your bow to remain silent), and then drop down and hunt the remaining foes on the ground. All kills are melee neck-cracks from behind; not a shot needs to be fired (save for the lock)!

Undetected/No Alarms: Creep around to the rock outcrop on the mill's eastern perimeter D, tagging all foes with your **binoculars**. Then zip-line across, landing on the gantry just north of the main building F. Kill the foe here (silently), then the sniper (ideally using a bow). Then climb the ladder and crouch on the roof of the main structure. Use it as cover, watching for foes as they discover your recent kills. As they present themselves, shoot the remaining enemies with silenced weaponry (such as the bow) and complete the liberation without raising any alarms.

With the mill liberated, you can use it as a base of operations. You can also purchase items here and meet up with Jess Black for a story mission, and with the Resistance for a side mission.

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Jacob's Region: Whitetail Mountains

Side Mission: Static Frequency

- **Prerequisites:** Liberate **PIN-K0 Radar Station**
- **Rewards:** $800, 100 Resistance Points
- **Details:** Destroy Jacob's communications satellite dishes.

Resistance Member

MISSION Commencement

Once you liberate the **PIN-K0 Radar Station** (cult outpost), speak to the Resistance member, who has a mission for you—you must destroy a trio of small satellite dishes on structures within this compound.

Find the militia captain here: Your shooting prowess is requested at the nearby target range.

DESTROY the Satellite Dishes (3)

Destroy the three dishes in any order you like. They are easily found: the first is on the roof of a main cylindrical structure; the second is on one of the lower array platforms (that look like helipads); and the last is on the main array tower (with the "half golf ball" dome). Simply grapple to the top of the lower platforms, and work your way up the interior of the main tower to reach each dish.

Then destroy the dish however you wish—with the machine gun, explosive projectiles (e.g., grenades or remote mines), RPG shots, or (as in the case of the nearby picture), by shooting an enemy helicopter so the craft loses control, spins out of the air, and crashes into the dish!

During your dish destruction, expect an influx of cult foes: enemies in a mounted SUV, on quad bikes, and three attack **helicopters**. Use an ally to deal with them, and pick up any of the equipment scattered about. Militia members are also here to minimize the enemy threats. With all three dishes destroyed, the mission concludes.

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Jacob's Region: Whitetail Mountains

Side Mission: Stunt Activity: Quadzilla

- **Prerequisites:** None
- **Rewards:** Jetski unlocked in shops, 200 Resistance Points, $750
- **Details:** Clutch Nixon is on fire! Mean, literally…Light yourself up and speed like a demon through the checkpoints for one hell of a finish.

MISSION Commencement

The patriotic shrine is located atop a northwestern mountain, perched on the same cliff as the **PIN-K0 Radar Station** (a cult outpost). Feel free to liberate the outpost first, if you wish.

PASS through the Checkpoints Before Time Runs Out

Race your quad downhill from point A to point B, ensuring you maneuver through as many of the smoke circles (numbered 1 - 21) as you can, in the order shown on the map. You begin with 15 seconds on the clock. You receive +3 seconds for each circle you drive through. If your timer reaches zero, you fail in a fiery inferno.

You're traveling roughly east downhill. The steepness of the terrain (prior to the jump across the road at 10) means easing off full throttle, especially at corners (between 6 and 9) or you could flip your vehicle. Between 11 and 13, expect a tight rock wall with jutting areas you can snag your quad on; stay in the center of the trail and look ahead at incoming smoke circles. Your quad catches fire after the jump at 20. Don't worry; drive it along the low cliff and into the river to victory! Having 12 seconds on the clock is a good time to finish.

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Jacob's Region: Whitetail Mountains

Side Mission: Shooting Gallery

- **Prerequisites:** Liberate **Whitetail Park Ranger Station**
- **Rewards:** $800, 100 Resistance Points
- **Details:** Shoot the targets and break the range's record.

MISSION Commencement

Militia Captain

After you liberate the **Whitetail Park Ranger Station** (cult outpost), find the militia captain here: Your shooting prowess is requested at the nearby target range.

SHOOT a Target to Start

This is a relatively easy competition, consisting of three rounds. Start each round by shooting a target. However, in order to get a reasonably competent time, it's worth heading out into the range, before the first and second rounds, and looking behind the sandbags and other scenery for hidden targets until you locate all ten:

That way you know where they appear once the round begins. Also note you can shoot any target to begin; hit the one in the very distance so you don't need to find it again.

Round 1: 10 targets in 30 seconds. Shoot the target behind the rocks at the far distance, in front of the pine trees. Then work your way slowly left, tagging targets until 8 are down. Then swing right, and shoot the last two. Expect to hit all 10 targets in around 10 seconds. Use a sniper rifle.

Round 2: 10 targets in 45 seconds. Eight of the targets remain in the same location, though there's a new one behind rocks ahead and right of you and one in front of the table in the grassy dip in the foreground. The targets all move up and down now. Work your way right to left, expecting target takedowns in around 15 seconds. Use a sniper rifle.

Round 3: Five live ducks in 60 seconds. Shoot the duck on the table, then look up as a flock of ducks fly around; tag five of them to claim victory. This is tricky, so switch weapons to a burst-firing rifle or machine gun that can wipe multiple birds out before a reload.

CLAIM Reward from Militia Captain

Speak to the instigator of this mission again for a small reward, and bragging rights.

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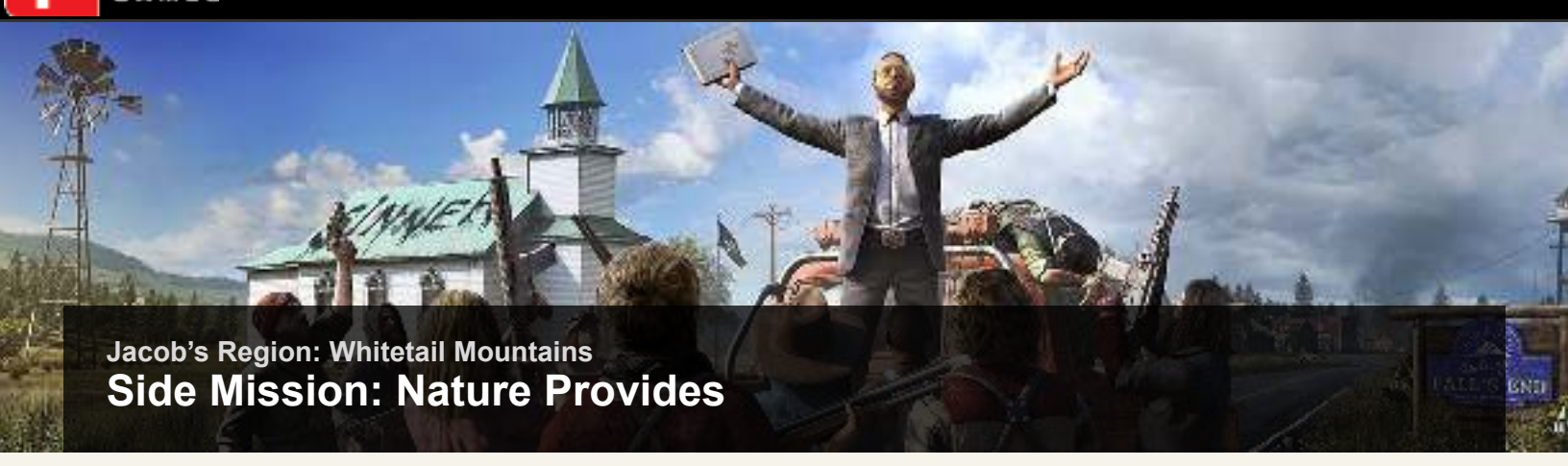


Jacob’s Region: Whitetail Mountains

Side Mission: Nature Provides

- **Prerequisites:** None
- **Rewards:** Ultimate Hunter Buff, 200 Resistance Points, $800
- **Details:** Help Bo find some extremely rare and hard-to-find materials.

Bo Adams

MISSION Commencement

Bo’s Cave is deep in the west-central part of Whitetail Mountains. The easiest way to find it is by traveling west from the **Whitetail Park Ranger Station** (cult outpost), up the main dirt road, to the north-south tarmac road. Head north, locate the road tunnel, and follow the ridgeline east from there. Though the cave is little more than an alcove, there’s equipment to scavenge and an outdoorsman named Bo. He’s hoping you can collect some of nature’s bounties for him.

COLLECT the Leviathan Bones

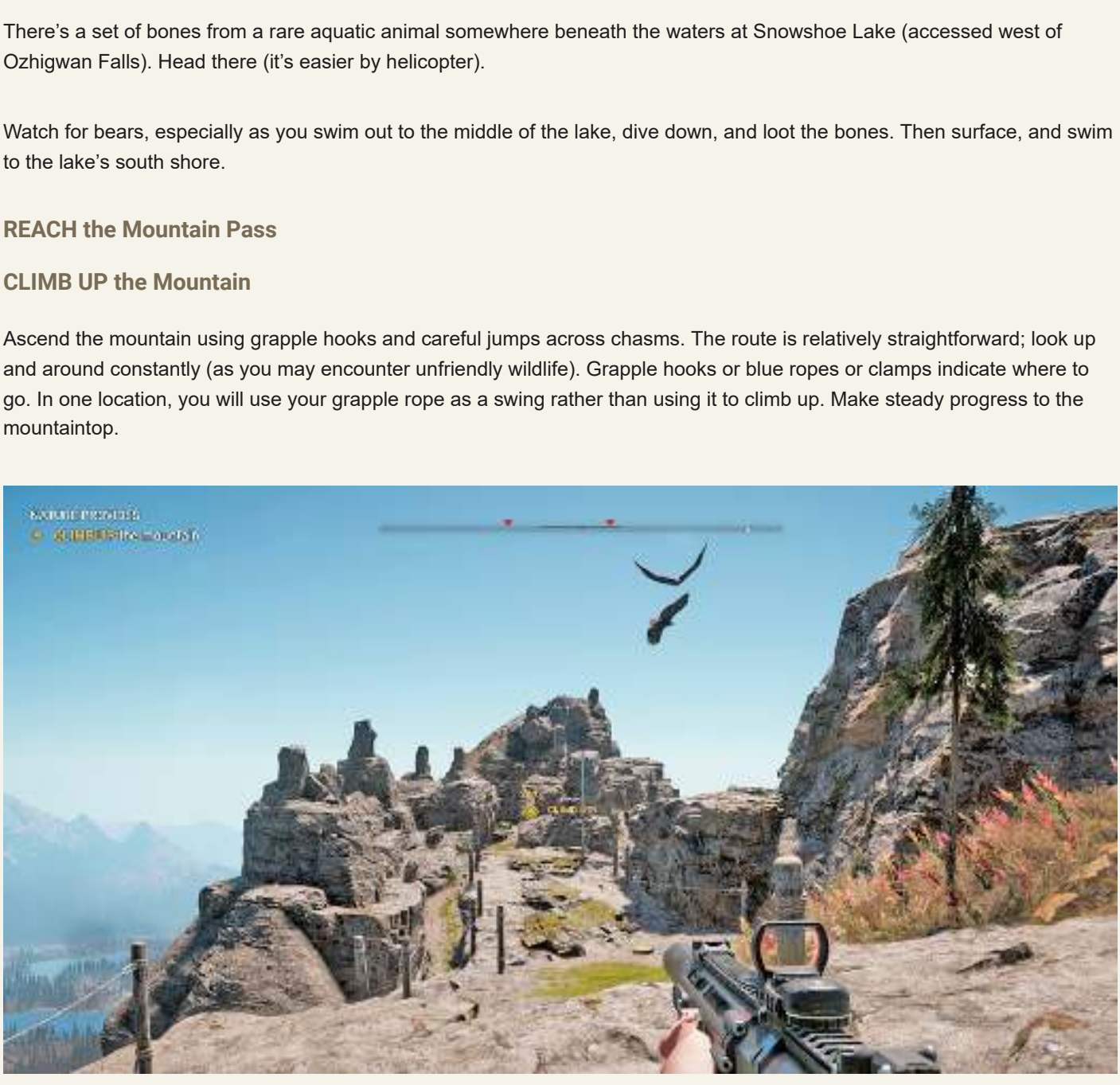
There’s a set of bones from a rare aquatic animal somewhere beneath the waters at Snowshoe Lake (accessed west of Ozhigwan Falls). Head there (it’s easier by helicopter).

Watch for bears, especially as you swim out to the middle of the lake, dive down, and loot the bones. Then surface, and swim to the lake’s south shore.

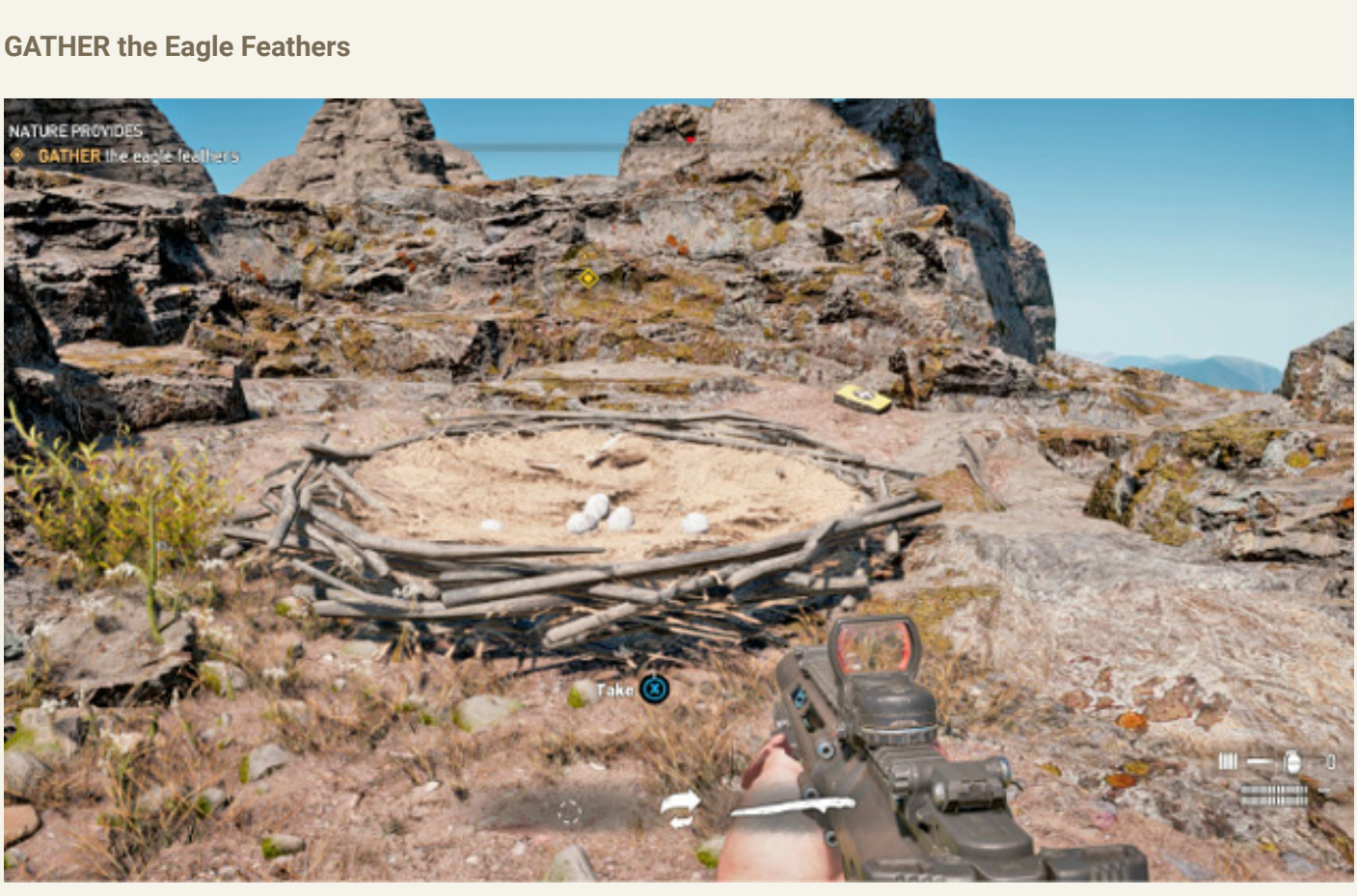
REACH the Mountain Pass

CLIMB UP the Mountain

Ascend the mountain using grapple hooks and careful jumps across chasms. The route is relatively straightforward; look up and around constantly (as you may encounter unfriendly wildlife). Grapple hooks or blue ropes or clamps indicate where to go. In one location, you will use your grapple rope as a swing rather than using it to climb up. Make steady progress to the mountaintop.



GATHER the Eagle Feathers



At the mountaintop is a crevasse you can’t jump, so zip-line down, then work your way up to the adjacent mountain peak (once again, utilizing grapple hooks, with another unnerving swing necessary to reach the path to the summit). Once at the nest, quickly gather the feathers before you’re cut to ribbons by circling eagles. You can fight back (if you want to kill golden eagles), but it’s more patriotic to flee the area.

TALK to Bo

Though you can work your way back down the mountain, or continue your hike south to explore more areas, an amusing and quick way back to Bo is to leap off the mountain, using a wingsuit. His cave is just over 1,400 meters away, and with careful flying, you can get to within 350 meters of him before you need to land. Then hike back, deliver your bounty, and claim your prize.

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Jacob's Region: Whitetail Mountains

Story Mission: A Right To Bear Arms

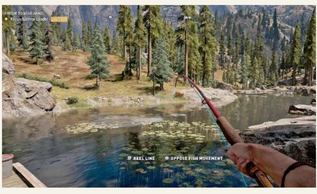
- **Prerequisites:** Liberate F.A.N.G. Center
- **Rewards:** Cheeseburger as a Fangs for Hire; 600 Resistance Points (Whitetail Mountains)
- **Details:** Wade wants you to go find and rescue Cheeseburger, his missing bear.

MISSION Commencement

Wade Fowler

Once you pry the F.A.N.G. Center (cult outpost) from the cult's control, one of the militia forces mopping up the blood is Wade Fowler. He's worried about his pet bear, Cheeseburger, who had to be freed to avoid being shot. He's hoping Eden's Gate hasn't killed the bear. Coax the bear into your good graces by offering him some fresh fish.

GO TO Fishing Spot Fresh Salmon Caught (1)



After speaking with Wade, you need to go to a specific place to catch salmon, as Cheeseburger is very specific about the food he wants. There's an optimal fishing dock just north of Lansdowne Airstrip, northeast of the F.A.N.G. Center. Cast your line, be patient, and reel in a fish. If you need more assistance, complete Skylar's missions first.

You have to catch the salmon at the location given (by the airstrip). Fish caught at other locations won't advance this mission.

GO TO Linero Building Supplies

Drive to Linero Building Supplies (which is just north of Fort Drubman), slowing down as you reach the outskirts of this yard. Explore the area; there are usually only three enemies inside the yard, between and . It's a straightforward takedown; drop them from the open rail carriage one at a time. Or lob in a grenade and follow it up with quick executions. Or drive a vehicle into the yard, ramming them and mop up survivors.

FIND Cheeseburger

After that, start your search for Cheeseburger. He's sleeping in the yard's lower southeastern area, close to the water's edge . He's easy to spot, and he's only there if you've completed previous objectives (and found him a salmon to gulp down).

GIVE Cheeseburger Fresh Salmon

Cheeseburger

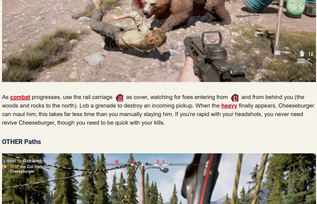
Simply drop down and hand over the salmon you caught. Cheeseburger wakes up and bounds up the stack of logs and into the yard, just as cult reinforcements arrive.

STOP the Cult from Taking Cheeseburger

At this point, Cheeseburger charges the cultists, who are heading into the yard from the northwest, anywhere between and . An initial wave of around five foes is supplanted by around two more waves of five foes, as well as a quad and a pickup with enemies to contend with. Among the foes is a VIP and a heavy.

OPTIMAL Path

Follow Cheeseburger up the log ramp to , then down to the yard. While he savages a foe, back him up by taking down enemies in quick succession. This is a close, gun-based combat with you and your animal working as a team. As Cheeseburger mauls a foe, you can concentrate on others, and the enemy splits its time attempting to tackle both of you.



As combat progresses, use the rail carriage as cover, watching for foes entering from and from behind you (the woods and rocks to the north). Lob a grenade to destroy an incoming pickup. When the heavy finally appears, Cheeseburger can maul him; this takes far less time than you manually slaying him. If you're rapid with your headshots, you never need revive Cheeseburger, though you need to be quick with your kills.

OTHER Paths

Another option is to remain atop the log pile, using the height to your advantage. You can also use the stack of log posts as cover. You have a good view and aren't usually outflanked.

You can also stand atop the water tower . Leave a proximity mine at the bottom of the ladder, stopping foes from ascending to attack you (but watch for one or two heading up to thwart you). This is a great sniping position with good cover.

The other main place to stand is atop the wooden crate barn , though you need to climb up the dark blue crates to reach it. The sloping roof here means you have cover if you crouch, and can easily see incoming foes along the northwest road and woods.

If you're taking a defensive posture, it's probable the enemy defeats Cheeseburger. You will need to revive him. Don't fret; you can do this at the end of the combat, though this means you need to dispatch any leftover foes yourself.

If there's you and an ally, have one of you complete the Optimal Path, while the other backs them up from a sniping position.

Wade radios in to congratulate you after the battle. Cheeseburger is now yours!

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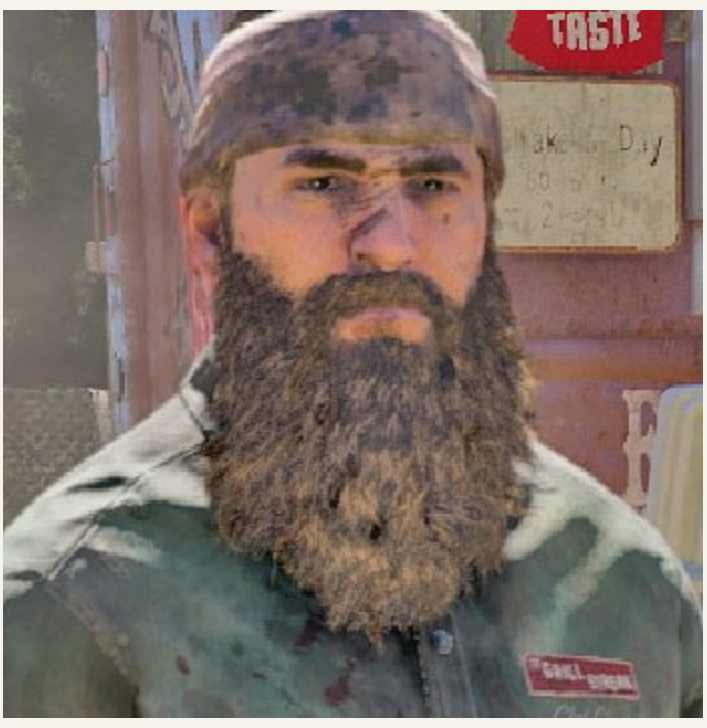
Jacob's Region: Whitetail Mountains

Side Mission: Flavor Country

- **Prerequisites:** None
- **Rewards:** 200 Resistance Points, $750
- **Details:** Run over antlered animals and deliver the roadkill to Chad to help fill the Whitetail food supplies.

MISSION Commencement



Chad Wolanski

Search out ace grill-master Chad Wolanski at the Grill Streak, which is due west of Baron Lumber Mill and just east of the winding Moccasin River. After your "conversation" with him, you've got some **hunting** to do. But in a slightly novel way:

COLLECT Meat from Antlered Roadkills (4)

Your **hunting** has some strict rules to follow: The meat you collect must be from antlered animals (deer, pronghorn, or moose). You must first drive a vehicle into them until you kill them. Then you must "loot" (or skin) the kill, gathering one quantity of meat. Repeat this three more times.

The trick is to find the **hunting** habitat of caribou, deer, or pronghorn (moose are too tough to ram using anything but a **heavy** vehicle, though this is an option). The **world** map shows where you can find animals, in any region you like. For an easy-to-reach location, try the peninsula north of the Whitetail Mountains Rail Bridge, south of the Baron Lumber Mill.

You don't have to be on a "road" to create roadkill: Indeed, it is much more difficult driving around aimlessly in the hope that something with antlers darts out into your front bumper. Instead, drive off-road to a known **hunting** area, using a pickup truck (something **heavy** but still manageable to drive).

BRING Meat to Chad

After you gather four skinned animals of the prerequisite type, drive back to the Grill Streak and hand them over. You're paid for your troubles, and a second mission becomes available.

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Jacob’s Region: Whitetail Mountains

Side Mission: Grill Streak

- **Prerequisites:** Complete **Side Mission: Flavor Country**
- **Rewards:** 200 Resistance Points, $750
- **Details:** Run over bison and deliver the roadkill to Chad to help feed **the Whitetail Militia**.

MISSION Commencement

Speak to Chad again, and you get the gist of his request: Find a heavyweight vehicle, ram it into three bison, and collect the meat for an ever-tastier grilling experience. Consult the **world** map to find where your quarry roams. Then you can find a nearby location, purchase or summon a vehicle from the Trucks & Vans or **Heavy** category, and go off-roading.

In the example shown, we drove to see Sharky at the Moonflower Trailer Park in Henbane River, purchased a 2012 Kimberlite TCZ-M (with the .50 Cal turret, naturally), and then drove it onto the mountainous grassland nearby.

A better plan would have been to simply cross the road to the south from Chad’s Grill Streak location, to Old Sun Outfitters, summon the vehicle there, then find the bison in the pasture land by the Moccasin River to the west. But you live and learn.

COLLECT Meat from Bison Roadkill (3)

Bison are tough, so ensure your vehicle is tougher. Ram into the beast, then back over it and wait. If it gets up, ram it again. If it doesn’t, get out, skin it, and drive around the **hunting** habitat for a few minutes until another bison appears.

It helps to have the Auto-Repair perk so the vehicle you’re using to ram into huge lumbering beasts is constantly repaired.

BRING Bison Meat to Chad

When you’ve three lots of meat, return to the Grill Streak for your reward.

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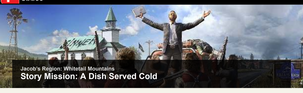


Jacob's Region: Whitetail Mountains

Story Mission: A Dish Served Cold

- **Prerequisites:** Liberate Baron Lumber Mill
- **Rewards:** Jess Black at Guns For Hire, 900 Resistance Points (Whitetail Mountains)
- **Details:** Help Jess track down and defeat the notorious "Cook".

MISSION Commencement

Jess Black

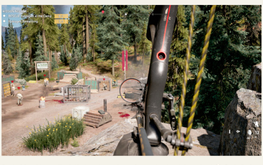
Begin this mission by speaking with Jess Black inside the grounds of the Baron Lumber Mill, the location where her uncle Dutch said you'd find her. The Mill (a cult outpost) needs liberating first. Jess needs your help tracking down and killing one of Jacob Seed's notorious zealots—the infamous "Cook."

FOLLOW Jess to the Camp

RESCUE Hostages at the Camp (3)

Follow Jess up the hill, moving roughly due west of Baron Lumber Mill. Go to a small side yard where the Cook's crew are holding three hostages. You need to free these hostages without killing any of them.

OPTIMAL Path



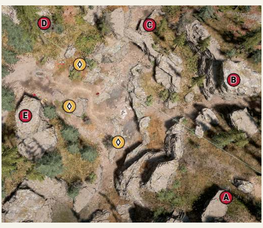
If you've followed Jess, you'll probably stop and survey the area from a rocky outcrop to the southeast. Tag the five foes, and start firing from this vantage point if you wish. However, you get a better angle (without the chance of shooting a hostage) if you creep around to the east woods, and hide behind the log pile. Start methodically dropping foes using a stealth weapon (like a bow). Expect to slay three to four foes with Jess picking off the rest, but don't count on her. It's important to stay hidden so foes can't locate you—they will kill the hostages if that happens. **Do not use area-of-effect weapons**; explosions usually kill hostages.

OTHER Paths

The other paths are simply variations on the preceding strategy. A silenced rifle is a good idea, and you can tag foes from the southeast rock outcrop, the east woods, or the north woods.

If you're somehow approaching from the west, head toward the cabin. Use the drainage pipe to creep back and forth. You can climb onto the cabin, but the crates you stand on there make you easily visible.

If you have an ally, approach from two opposing directions to further confuse the enemy as to your location, giving you more time to slay the enemy before they kill the hostages.



FOLLOW Jess to the Quarry

RESCUE Hostages at the Camp (3)

Follow Jess to the quarry, then enact a similar plan as before. This time, there are several flammable-gas canisters to avoid shooting, meaning your takedowns need to be precise and, to more easily defeat the five enemies here, stealthy. A series of well-aimed arrows from the southeast rock outcrop is an excellent plan, especially as one foe is a sniper.

Fire at foes who are on their own or on the edge of the quarry so their friends don't see the kill. Strike foes near hostages next, then wrap up any stragglers.

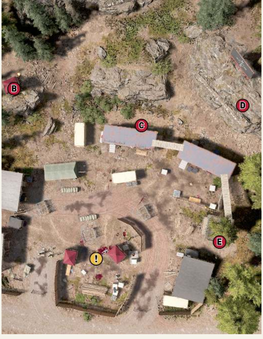
Other options include working your way counterclockwise around all of the vantage points (to, , , and) as necessary. The zip line can cause a distraction if you use it but puts the hostages in danger. Free the hostages only after all hostiles are down.

FIND the Cook

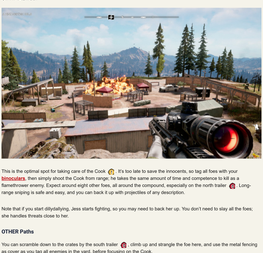
KILL All the Guards at the Pit

KILL the Cook

You have another hike. You and Jess need to remain relatively close together as you search for the Cook. He's living up to his name, burning the hostages in a makeshift compound called the Pit. As his chopper leaves, move to the rock cliffs to the north of the Pit, and survey the scene from .



OPTIMAL Path



This is the optimal spot for taking care of the Cook. It's too late to save the innocents, so tag all foes with your binoculars, then simply shoot the Cook from range; he takes the same amount of time and competence to kill as a flamethrower enemy. Expect around eight other foes, all around the compound, especially on the north trailer. Long-range sniping is safe and easy, and you can back it up with projectiles of any description.

Note that if you start dillydallying, Jess starts fighting, so you may need to back her up. You don't need to slay all the foes; she handles threats close to her.

OTHER Paths

You can scramble down to the crates by the south trailer, climb-up and strangle the foe here, and use the metal fencing as cover as you tag all enemies in the yard, before focusing on the Cook.

Other locations to get a good bead on the enemy include the northeast rocks by the billboard and the small tent with the mounted machine gun.

You can also creep around to the east, climbing a scaffold watchtower and rain death down from here.

Or, you can coax the Cook toward the propane tank by the south trailer and end his days in a suitably just manner.

After neutralizing the Cook, rendezvous with Jess for a final chat before the mission concludes.

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Jacob's Region: Whitetail Mountains

Side Mission: Welcome Party

- **Prerequisites:** Liberate Baron Lumber Mill, Complete **Story Mission: A Dish Served Cold**
- **Rewards:** $800, 100 Resistance Points
- **Details:** Set up an ambush to destroy the cult convoy.

MISSION Commencement

Resistance Member

With the Baron Lumber Mill (cult outpost) back under Resistance control, venture up to a battlement rooftop to speak with a Resistance member; she has a welcome present for a cult convoy en route to this location:

DESTROY the Cult Convoy

There's little time to lose. You will gather two proximity explosives close to the mission-giver's location; then maneuver down to the entrance and wait for a couple of container trucks, each with a small pickup truck and enemy chaperones to contend with. These are easily destroyed:

Set up a trap at long distance, well in front of the first vehicle. From extreme range, snipe the driver (e.g., the Mill's rooftop **locations**) and other drivers, immobilizing the **vehicles**. Advance (usually in cover) and lob in grenades to soften up the remaining enemies and destroy the trucks. Then kill any stragglers.

Have allies attack simultaneously from disparate directions so any foes can't focus all their attack firepower on you. Other explosives are excellent; prep the road with a proximity mine or an explosive device you trigger yourself. Or, rake the convoy from the air, using weapons mounted to a chopper or **aircraft**; flying makes convoys quicker and easier to find too.

With the trucks destroyed, the mission concludes.

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Jacob's Region: Whitetail Mountains

Story Mission: The Prodigal Son

- **Prerequisites:** None
- **Rewards:** Hurk Jr. as **Guns for Hire**, 600 Resistance Points (Whitetail Mountains)
- **Details:** Help Hurk get his dad's truck back from the cult.

MISSION Commencement

Hurk Drubman

One of the **locations** easily spotted on your **world** map is Fort Drubman, located on the region's eastern side. Hurk Drubman Sr., a red-blooded American with grand

plans for a run at the U.S. Senate, yells at you. He's got two big problems: The cult has stolen his campaign truck, and he's got a son dumber than a coal bucket. Guess who you're taking to help get "Nancy" the truck back?

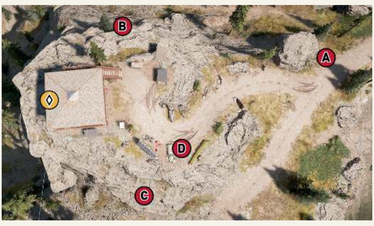
HELP Hurk Find His Dad's Truck

GET Hurk Safely to the Watchtower

Hurk is across the yard, praying with his rocket launcher. After a quick chat, bundle yourself into the back of his vehicle, and act as a shooter as he drives (roughly) west, to the top of the nearby mountain. He ditches the vehicle close to the Haskell Watchtower. Along the way, quickly dispatch any Peggies attempting to stop you.

APPROACH the Watchtower with Hurk

SECURE the Watchtower



Without the height advantage, and while chaperoning Hurk, who's got a twitchy RPG trigger finger, it's wise to tag foes (there are eight, including two snipers on the lookout balcony) with your **binoculars** as you move to the huge boulder at , and up to the lookout building . From here, you can attack the cult from any direction you wish.

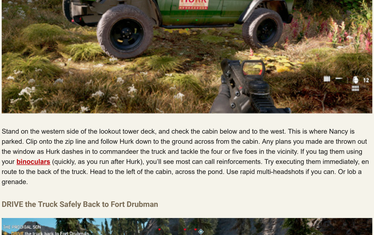
A good plan is to creep up below the jutting rock, using it as cover as you ascend a side trail on the promontory's northern side . Use the rocks to your side and above to shield you, and carefully poke your head out to shoot before hiding back. Then storm the tower's base when you've removed enough foes.

Or, you can grapple the sheer cliff to the south , before assaulting the tower's base. Creep around to the western side and make as many stealth kills as possible before you're spotted.

Or, you can move from cover to cover option up the main road , and engage foes in a less-subtle manner. If the snipers become a problem, shoot them from beneath the wooden deck they're standing on.

FIND a Better View of the Cabin

FOLLOW Hurk to the Truck



Stand on the western side of the lookout tower deck, and check the cabin below and to the west. This is where Nancy is parked. Clip onto the zip line and follow Hurk down to the ground across from the cabin. Any plans you made are thrown out the window as Hurk dashes in to commandeer the truck and tackle the four or five foes in the vicinity. If you tag them using your **binoculars** (quickly, as you run after Hurk), you'll see most can call reinforcements. Try executing them immediately, en route to the back of the truck. Head to the left of the cabin, across the pond. Use rapid multi-headshots if you can. Or lob a grenade.

DRIVE the Truck Safely Back to Fort Drubman

Hurk is raring to go, so dive into the vehicle and either utilize the .50-cal machine-gun turret (recommended) or take a passenger seat. Simply aim the MG turret at foes and fire. Expect quads, pickup trucks, and a couple of blockades as Hurk lurches down the hill to the tarmac road below. Then expect a helicopter between you and Fort Drubman; rake that with machine-gun fire until it explodes.

TALK to Hurk Sr.

Back at the Fort, speak to old man Drubman, and he's pleased with your actions—not enough to give Nancy to you but enough to lend you his son indefinitely. The mission concludes.

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Jacob's Region: Whitetail Mountains

Story Mission: Make Hope Great Again

- **Prerequisites:** Complete **Story Mission: The Prodigal Son**
- **Rewards:** "Nancy" (Truck) added to stores, 600 Resistance Points (Whitetail Mountains)
- **Details:** Hurk Sr. wants you to do some extreme voter suppression and eliminate as many cult as you can from his district.

MISSION Commencement

REACH the Crossroads

Speak to Hurk Sr. over at Fort Drubman, and agree to this novel style of campaign management. Drive to the crossroads indicated (west of Fort Drubman), but not before you've attempted the following plan:

SECURE the Crossroads

This is a protracted fight, where **heavy** weapons, overwhelming firepower, and continuous takedowns against multiple foes (from multiple directions) are needed. Pack accordingly. Gather projectiles (consider an RPG), and bring a weapon that will let you drop foes from medium to long range. Taking a friend is also advisable.

Expect a group of enemies milling around the burned-out diner as you arrive and a chopper attacking from above. Note the **heavy** and sniper among the eight or so foes; snipers usually carry an RPG, so be more evasive than normal.

Then expect around six more trucks to arrive, three with a mounted machine gun (around two to three foes in each truck, some armed with RPGs), and another couple of **helicopters**. Then a couple of stragglers (a sniper and **heavy**) are available to mop up. Note the machine-gun emplacement southwest of the crossroads ; fortunately it isn't really used unless you're planning on attacking from the west .

OPTIMAL Path

A great starting point is the northeast ridge , which offers good protection and great views over most of the **combat** zone. Look for foes coming in from the south , the north , and the west . Use sniping, long-range projectiles, and RPG rounds (grab an RPG from an enemy sniper if you didn't bring one).

Destroy the **vehicles** and the foes from here; note that the enemy can drive or move up and around to the railroad tracks behind you, so check you're not being outflanked. Drop down to ground level when you need more ammunition or more cover.

When **helicopters** attack, either aim at the pilot with a ranged rifle, or shoot an RPG to destroy the helicopter if the rocket connects. Ensure it does by waiting until the chopper starts to hover and is about to fire on you.

Continue this takedown from a vantage point, moving into the burned building if you must to whittle down remaining foes.

OTHER Paths

Bring an ally with you and have one cover the other from . While the sniper is shooting from range, the close-**combat** specialist is lurking in and around .

You can make a reasonable go of it from the lower rocks by the roadside to the south , as they offer you protection and you can see incoming **vehicles**. Either set proximity mines or shoot the driver from a distance.

The forest to the northwest is also an option to hide in, especially away from chopper fire, but offensively posturing here is usually reserved for **sniper rifles**.

You can prep both the north and south entrances into the **combat** area with proximity explosives if you're quick enough, before hiding in the burned building . This location has reasonable cover, though you risk being outflanked.

A more novel approach is to bring a machine-gun truck and a friend, and lay waste to this area. Or, fly in using a chopper with an appropriately **heavy** machine gun.

REACH Fort Drubman

When the crossroads have been made great again, head back to Fort Drubman, speak to Hurk Sr., and claim your prize.

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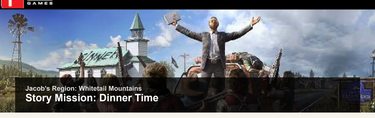


Jacob's Region: Whitetail Mountains

Story Mission: Dinner Time

- **Prerequisites:** None
- **Rewards:** Ultimate Hunter Buff, 600 Resistance Points (Whitetail Mountains)
- **Details:** Dr. Perkins needs you to capture a live Judge Wolf.

MISSION Commencement

Doctor Sarah Perkins

As you approach the MCA Mobile Lab (just east of Baron Lumber Mill), you hear someone shouting for help. A woman atop her research trailer is being hunted by three emaciated Judge Wolves—animals specially bred by the cult. Slay the wolves, speak to Dr. Perkins, and agree to head to the Breakthrough Camp in search of a live specimen she can study.

REACH Breakthrough Camp

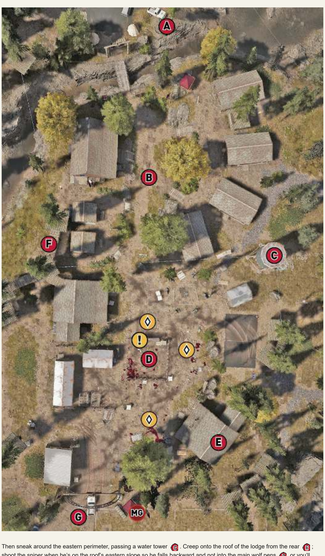
It's a reasonably direct journey east to the Breakthrough Camp, which has several enemies, including a second trio of Judge Wolves that are being trained, one of which must be kept alive. To begin, drive under the archway at the northwest entrance from the main road and park your vehicle.

SECURE the Area

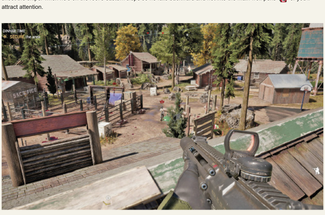
A cluster of wood cabins along a rocky stream is the training ground for the cult to train its Judge Wolves . Though this place looks like a maze of structures and zip lines, it's relatively easy to navigate. There are only two buildings you can enter—the office just west of and the southeast lodge —although you're likely to be out in the open, and ideally on higher ground for the majority of this battle.

OPTIMAL Path

Start by hopping on the rocky edge of the stream, next to the entrance footbridge . Tag the eight enemies ahead of you. Note there's a sniper on the roof of the lodge at and three VIPs (who are training their wolves). Sneak across the bridge to remove the two regular foes from the main thoroughfare .



Then sneak around the eastern perimeter, passing a water tower . Creep onto the roof of the lodge from the rear : shoot the sniper when he's on the roof's eastern slope so he falls backward and not into the main wolf pens or you'll attract attention.



At this point, you can lay proximity explosives behind you, along the southeastern storage bins you climbed on to reach the roof. That way anyone trying to outflank you gets a nasty surprise. Judge Wolves also can't reach and maul you here. Now start firing down at enemies, using silenced weaponry until you're discovered. Use the apex of the roofline to hide behind. For closer combat, hide behind the lodge sign attached to the roof.

The enemy brings reinforcements no matter how quiet you've been. Foes head in from the road to the west, entering near , and a truck or two of cultists drives up to the mounted machine-gun nest at .

There's likely to be a cult member at the machine gun, though it doesn't rotate to where you are. Expect possible cult activity behind you to the east too.

Simply remain in this relatively safe location, using the height and cover to your advantage and slaying the VIPs, other cult members, and finally two of the three Judge Wolves. Don't forget you need one of them alive!

OTHER Paths

Climb the water tower at , and start your takedowns from here. This gives you a higher sniping position and has only a ladder for enemies to access you. You can also escape via one of two zip lines. This is a great option.

Approaching from the eastern perimeter isn't great; there are tree platforms you can climb onto for extra height, but reinforcements arrive behind you, and you don't have as wide a view of the yard from this angle.

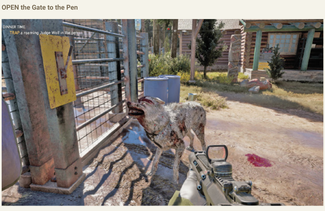
If you race in with guns blazing, note the three VIPs don't go down quickly; there's a sniper and a truck with reinforcements you can't stop. Milling about south of can easily get you surrounded and killed.

Stay above ground level so Judge Wolves can't maul you, making you easy to slay.

Another option is to head here using a helicopter, laying waste to the wolf yard and then landing on the soccer field south of .

STANDBY until Dr. Perkins Arrives

OPEN the Gate to the Pen



You have an uneasy few moments with a ravenous Judge Wolf until Perkins arrives by zip line. Stay on a roof so you aren't mauled, then run to the gate switch on the north wall of the pen and pull it to open the gate.

TRAP a Roaming Judge Wolf in the Pen

TALK to Dr. Perkins

Trapping a Judge Wolf inside the pen is relatively easy; open the pen, run inside, and check that the wolf follows you. Then run around the pen in a U-shaped route, climb a crate in the northeast corner, drop down, and wrench the lever back again before the wolf escapes. With Dinner Time over, speak to Perkins for a just reward.

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Jacob's Region: Whitetail Mountains

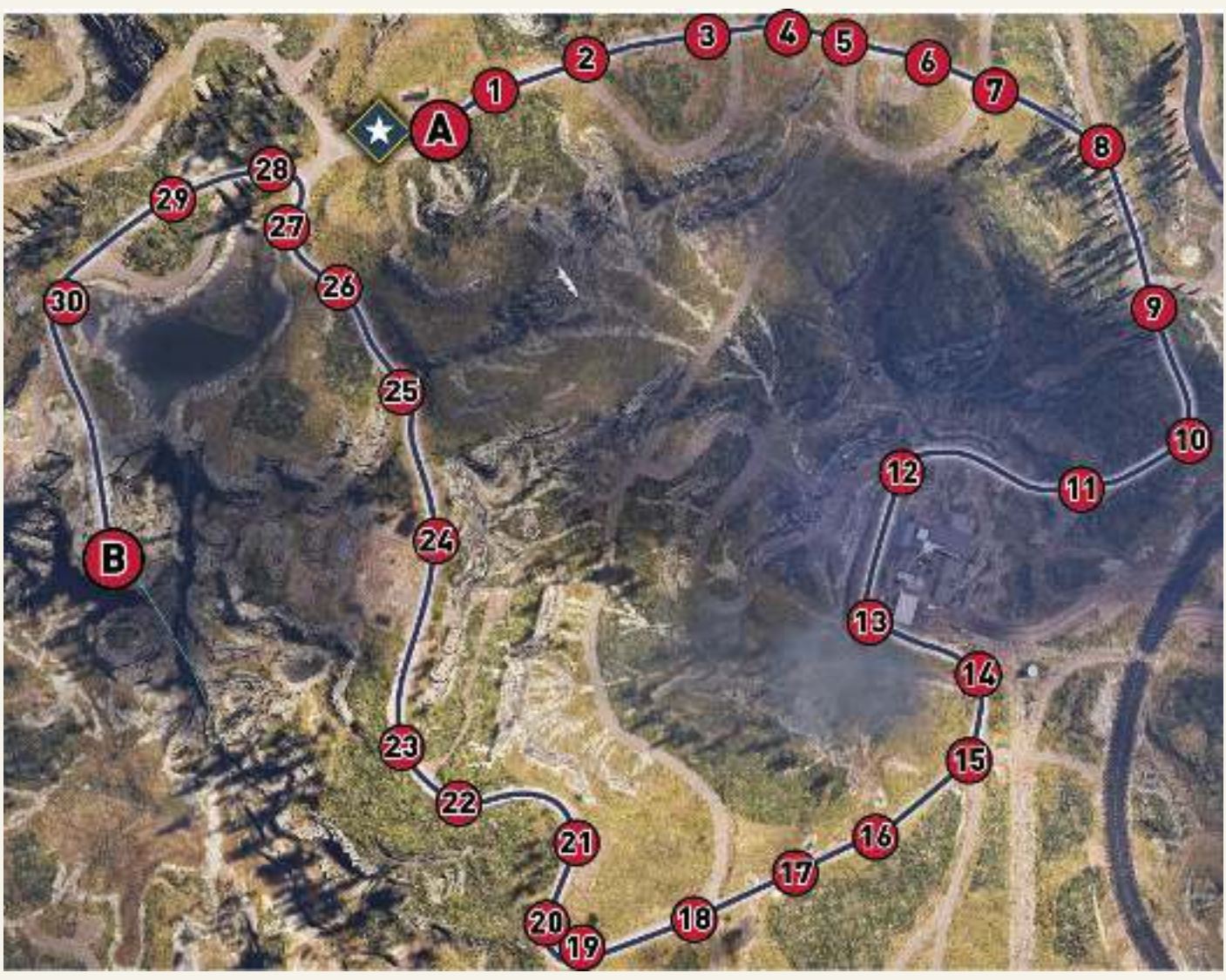
Side Mission: Stunt Activity: The Mooseknuckle Run

- **Prerequisites:** None
- **Rewards:** ATV unlocked in shops, 200 Resistance Points, $750
- **Details:** Hold on to your ass as you go full-out Clutch Nixon style on your ATV, racing through all the bitchin' checkpoints.

MISSION Commencement

Locate the patriotic shrine to Clutch Nixon atop a mountain southwest of Fort Drubman and north of Baron Lumber Mill. When you're ready to become a legend born in fire, accept the mission on the plaque.

PASS through the Checkpoints before Time Runs Out



The plan involves driving your quad from point A to point B, maneuvering through as many of the smoke circles (numbered 1 – 30) as possible, in the order shown on the map. You begin with 25 seconds on the clock. You receive +5 seconds for each circle you drive through. If your timer reaches zero, you fail in a fiery inferno.

Unless you're jumping, keep full on the throttle, easing off as you jump. Subtle, rather than severe turns keeps your quad upright, as it has a tendency to roll. Look ahead at the next smoke circle to line up your position. Don't hit any tree stumps (just after the ramp at 9), moose (around 20), and enemies on quads (just after 28). Try to finish this mission competently with around 23 seconds left on the clock.

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Jacob's Region: Whitetail Mountains

Side Mission: Stunt Activity: The Lord Of The Wings

- **Prerequisites:** Wingsuit
- **Rewards:** 200 Resistance Points, $750
- **Details:** Grab your wingsuit and follow Clutch's ass-puckering, knuckle-biting flight through the mountain checkpoints to the gloriously wet finish.

MISSION Commencement

Find the shrine to Clutch Nixon close to the Linero Building Supplies, in the northeastern part of Wishbone Lake.

PASS through the Checkpoints before Time Runs Out

The plan is to utilize your wingsuit from the top of the mountain at the region's northeastern edge and fly from point A to point B, attempting to maneuver through as many of the smoke circle checkpoints (numbered A - 12) as possible, in the order shown on the map. You begin with 25 seconds on the clock. You receive +5 seconds for each circle you fly through. If your timer reaches zero, or you hit the sides of the mountain, you fail.

In order to complete this mission, you must have some competency with controlling the wingsuit. Use both your control sticks to make very slight corrective moves in the direction you wish to travel. It takes about half a second to change direction, so it's vital to look ahead at turns and narrow rock walls. Make only slight adjustments, as violent or **heavy** maneuvers tend to knock you way off course. Then complete the course with around 27 seconds left on the clock, if you want the very best time.

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Jacob's Region: Whitetail Mountains

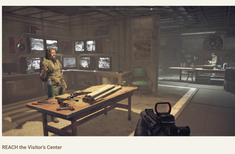
Story Mission: Missing In Action

- **Prerequisites:** Complete Story Mission: The World Is Weak, access Wolf's Den
- **Rewards:** 600 Resistance Points (Whitetail Mountains)
- **Details:** Rescue the Whitetail Militia being held hostage at the Visitor's Center.

MISSION Commencement

Eli Palmer

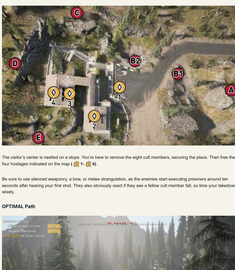
Once you're dragged back to the land of the living from Jacob's hallucinations during The World Is Weak, you gain access to Wolf's Den. Speak with the militia leader Eli Palmer and agree to help him.



REACH the Visitor's Center

You need to free four hostages held at the Whitetail Park Visitor Center. Head there by ground vehicle, as a stealthy course of action is required.

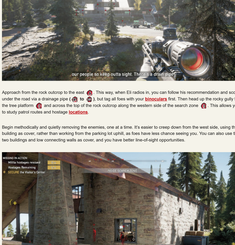
SECURE the Visitor's Center Militia Hostages Rescued (4)



The visitor's center is nestled on a slope. You're here to remove the eight cult members, securing the place. Then free the four hostages indicated on the map (C, D, B2, B1, A).

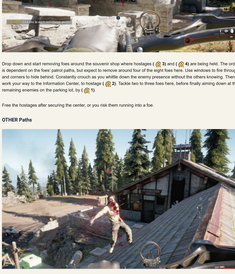
Be sure to use silenced weaponry, a bow, or melee strangulation, as the enemies start executing prisoners around ten seconds after hearing your first shot. They also obviously react if they see a fellow cult member fall, so time your takedowns wisely.

OPTIMAL Path


Militia Hostages Rescued
Hostages Remaining
Kill Cult Members (0 of 8)
Rescue Militia Hostages
Kill Cult Members (0 of 8)
...our people as Islay's cults sight. Time is short, Colt...

Approach from the rock outcrop to the east. This way, when Eli radios in, you can follow his recommendation and scoot under the road via a drainage pipe (B, to C), but lag all foes with your binoculars first. Then head up the rocky gully to the tree platform (D), and across the top of the rock outcrop along the western side of the search zone (E). This allows you to study patrol routes and hostage locations.

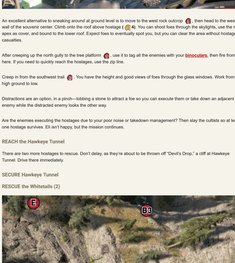
Begin methodically and quietly removing the enemies, one at a time. It's easier to creep down from the west side, using the building as cover, rather than working from the parking lot uphill, as foes have less chance seeing you. You can also use the two buildings and low connecting walls as cover, and you have better line-of-sight opportunities.



Drop down and start removing foes around the souvenir shop where hostages (B) and (E) are being held. The order is dependent on the foes' patrol paths, but expect to remove around four of the eight foes here. Use windows to fire through and corners to hide behind. Constantly crouch as you whittle down the enemy presence without the others knowing. Then work your way to the Information Center, to hostage (A). Tackle two to three foes here, before finally aiming down at the remaining enemies on the parking lot, by (C).

Free the hostages after securing the center, or you risk them running into a foe.

OTHER Paths



An excellent alternative to sneaking around at ground level is to move to the west rock outcrop (A), then head to the west wall of the souvenir center. Climb onto the roof above hostage (E). You can shoot foes through the skylights, use the roof apex as cover, and bound to the lower roof. Expect foes to eventually spot you, but you can clear the area without hostage casualties.

After creeping up the north gully to the tree platform (D), use it to tag all the enemies with your binoculars, then fire from here. If you need to quickly reach the hostages, use the zip line.

Creep in from the southwest trail (A). You have the height and good views of foes through the glass windows. Work from high ground to low.

Distractions are an option, in a pinch—lobbing a stone to attract a foe so you can execute them or take down an adjacent enemy while the distracted enemy looks the other way.

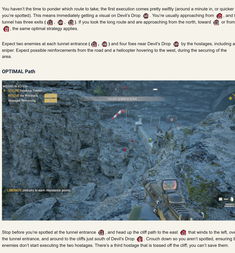
Are the enemies executing the hostages due to your poor nose or takedown management? Then stay the cultists so at least one hostage survives. Eli isn't happy, but the mission continues.

REACH the Hawkeye Tunnel

There are two more hostages to rescue. Don't delay, as they're about to be thrown off "Devil's Drop," a cliff at Hawkeye Tunnel. Drive there immediately.

SECURE Hawkeye Tunnel

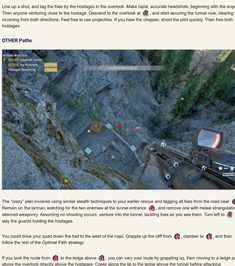
RESCUE the Whitetails (2)



You haven't the time to ponder which route to take; the first execution comes pretty swiftly (around a minute in, or quicker if you're spotted). This means immediately getting a visual on Devil's Drop (C). You're usually approaching from (B), and the tunnel has three exits (A, B1, B2). If you took the long route and are approaching from the north, toward (B), or from (A), the same optimal strategy applies.

Expect two enemies at each tunnel entrance (A, B1, and B2) and four foes near Devil's Drop (C), by the hostages, including a sniper. Expect possible reinforcements from the road and a helicopter hovering to the west, during the securing of the area.

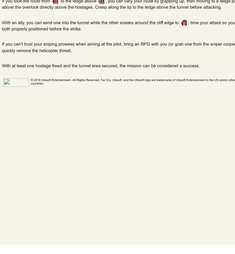
OPTIMAL Path


Militia Hostages Rescued
Hostages Remaining
Kill Cult Members (0 of 8)
Rescue Militia Hostages
Kill Cult Members (0 of 8)
CAUTION! Outdoors Support Helicopter Active

Stop before you're spotted at the tunnel entrance (A), and head up the cliff path to the east (B) that winds to the left, over the tunnel entrance, and around to the cliffs just south of Devil's Drop (C). Crouch down so you aren't spotted, ensuring the enemies don't start executing the two hostages. There's a third hostage that is tossed off the cliff; you can't save them.

Line up a shot, and tag the foes by the hostages in the overlook. Make rapid, accurate headshots, beginning with the sniper. Then anyone venturing close to the hostage. Descend to the overlook at (C), and start securing the tunnel now, clearing foes incoming from both directions. Feel free to use projectiles, if you hear the chopper, shoot the pilot quickly. Then free both hostages.

OTHER Paths



The "crazy" plan involves using similar stealth techniques to your earlier rescue and tagging all foes from the road near (B). Remain on the tarmac, watching for the two enemies at the tunnel entrance (A), and remove one with melee strangulation or silenced weaponry. Assuming no shouting occurs, venture into the tunnel, tackling foes as you see them. Turn left (A), and stay the guards holding the hostages.

You could drive your quad down the trail to the west of the road. Grapple up the cliff from (B), clamber to (A), and then follow the rest of the Optimal Path strategy.

If you took the route from (B) to the ledge above (A), you can very your route by grappling up, then moving to a ledge path above the overlook directly above the hostages. Creep along the lip to the ledge above the tunnel before attacking.

With an ally, you can send one into the tunnel while the other sneaks around the cliff edge to (A), time your attack so you're both properly positioned before the strike.

If you can't trust your sniping prowess when aiming at the pilot, bring an RPG with you (or grab one from the sniper corpse) to quickly remove the helicopter threat.

With at least one hostage freed and the tunnel area secured, the mission can be considered a success.

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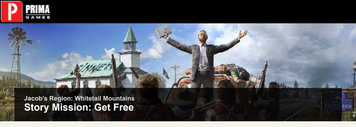


Jacob's Region: Whitetail Mountains

Story Mission: Get Free

- **Prerequisites:** Complete Story Mission: Missing in Action
- **Rewards:** 900 Resistance Points
- **Details:** Go to the Grand View Hotel and use Wheaty's tape to deconvert the Whitetail hostage.

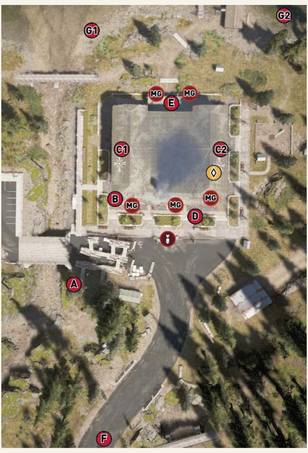
MISSION Commencement

Receive a briefing from Eli at Wolf's Den. You need to reach to the Grand View Hotel, clear it of foes before reaching a trapped militia member, play a deconversion tape, and defend the position while the tape plays. Prepare for a protracted firefight, so pack silenced weaponry, as well as your favored "fire-and-forget" armaments and a whole lot of projectile explosives. A long-range sniper rifle is also a must.

REACH the Grand View Hotel

Take a quad and park it outside the entrance. Arriving without a fanfare is recommended; it's worth having the element of surprise.

SEARCH for the Militia Held in Hotel



This sprawling compound has numerous locations to infiltrate from. There's a completely "porous" three-floor hotel building with easy access (via boarded windows, open doors, or open windows) from all four sides.

The majority of the first eight enemies are clustered on the south side of the exterior yard, east of [A], and toward the north side of the structure's interior, between [B], [C], and [D]. Though there's no map of the interior, the layout is relatively straightforward; it is a main hall area surrounded by rooms with a stairwell on the west [B] and east [C]. The hostage is in the southeast corner room (#306) on the top floor.

OPTIMAL Path

This path enables you to kill all the cult guards before reaching the hostage, which helps your safety during future objectives. For this, use a silenced weapon. Head onto the grass and into the copse of trees along the left side of the tarmac drive to [A], tagging a guard patrolling the pens north of [B]. Drop into the pens and head through them, looking for a foe near the building ladder at [C] and a sniper on the main front deck near [D]. Dispatch them. There's a fourth foe patrolling the east grounds near the play area, east of [E]. Track and kill him, or save him for last.

Remember, the enemy should still be unaware of your presence. Assuming you've scanned the interior and spotted all remaining foe-heat signatures, enter via any open window or unlocked door along the south side of the building after climbing the ladder at [C]. Creep along the U-shaped landing to the three enemies (one a sniper), north of the interior. Kill them quickly, as they will see their brethren die. Then head up either staircase ([D] or [E]) and dispatch the foe on the upper floor. Kill the outside foe if you haven't, then head to the hostage room.

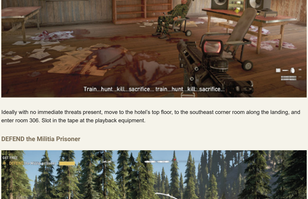
OTHER Paths

There are limitless variations on the previous plan, from sneaking around to the north side and entering that way, to entering the hotel via entrances on the side walls.

You could also move counterclockwise around to the east, enter near the playpen, climb the stairwell at [A], and reach the hostage without being seen by foes. This means you'd have to stay them during the next objective instead.

Feel the need to relive a 1980s action movie? Then take a chopper to the hotel, land on the west parking lot (or better yet, the roof), and then wade in with automatic weaponry and a bad attitude.

PLAY Eli's Deprogramming Tape



Ideally with no immediate threats present, move to the hotel's top floor, to the southeast corner room along the landing, and enter room 306. Slot in the tape at the playback equipment.

DEFEND the Militia Prisoner

From this point until the mission's end, you need to keep the hostage safe. You're mainly attacked from two directions: the main driveway and woods to the south [A] and from the lake to the north [B] and [C]. While Eli radios in encouragement, you must successfully repel enemies appearing in the following order:

1. Any foes you didn't kill during your infiltration.

2. Two Peggies, each driving a quad, from the road.

3. Two pickups, each with two Peggies, from the road.

4. Two Peggies, each driving a Jet Ski, from the lake.

5. Two dinghies, each with a mounted weapon, with two Peggies in each, from the lake.

6. A pickup with two Peggies, from the road.

7. An attack helicopter with three foes, from the air above the lake.

8. Two snipers, from the woods on either side of the road.

9. Two pickups, each with a mounted weapon, with a Peggie and a heavy in each, from the road.

10. Possible additional enemies, including more pick-ups, and a helicopter piloted by a Heavy. If this airborne menace arrives, use a mounted machine-gun or RPG to disable it.

RECOMMENDED Paths

The following are all recommended responses to the Peggie threat:

Sit at the open window at the hallway's end, just north of [A]. Face the driveway and snipe foes as they arrive. Use the wall below the window as cover. Focus on the driver of each vehicle, so quads crash and pickups stop, making it take longer for the drivers to reach you. Also make helicopter pilots lose control and crash the craft.

When lakeside foes present themselves, simply sprint from the interior window to the balcony roof at the back of the hotel, just east of [B]. Snipe the incoming foes in the same manner.

To soften up foes, augment this technique by lobbing grenades as boats land or pickups park. This is particularly important when the pickups with two heavies arrive.

Eli reckons you can use the hotel's defenses to your advantage, and he's correct: There are five machine-gun emplacements on the north and south decks and a mortar at the front of the driveway. With allies, it's worth using the mortar, but under normal circumstances, you can be outflanked while aiming. Machine guns are excellent for cutting down foes, especially the heavies. Just watch out for the snipers, as they can easily drop you before you disengage from the turret.

You can remain at or around the hostage room if you wish, moving outside, around the upper deck, and down to the north deck area. You can also drop behind any of the deck defenses.

Use of proximity mines is also encouraged, both at the driveway just in front of the mortar and at the deck stairs just east of [C], so foes are caught in a blast when they try to enter. However, you can't rig every entrance, so tagging foes with your binoculars is a better use of your time.

When the reinforcements are all defeated, Eli radios in to congratulate you, and the militia take over the hotel as this mission concludes.

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Jacob's Region: Whitetail Mountains

Story Mission: Search And Rescue

- **Prerequisites:** Complete **Story Mission: Missing in Action** and save one additional hostage in **Jacob's Region**.
- **Rewards:** 600 Resistance Points (Whitetail Mountains)
- **Details:** Help Eli to rescue more people from the Cult.

MISSION Commencement

After the completion of the previous mission, Eli radios in a congratulatory message, but has additional, troubling news: Jacob Seed's forces are active in this region, and are "recruiting" civilians, and executing them if they resist. You must find and free the people of Whitetail Mountains from the cult's strangle-hold. This mission now begins (you do not need to return to Wolf's Den).

SAVE hostages (20)

This mission now takes on a more "freeform" plan, and requires you to explore the major road arteries of Whitetail Mountains. You need to travel to smaller Primary **Locations**, some Secondary **Locations**, and stumble across possible cult hostage situations as part of your general **exploration**.

Generally, you should remove the cult threats quickly (as they may be about to execute a hostage), watch for environmental hazards (don't shoot a foe near an explosive barrel that can kill a hostage for example), study the area before wading in (so you don't miss a foe that may kill a hostage without you realizing it), and remain within Whitetail Mountains (stepping into a different region doesn't help the hostages here).

It's well worth consulting the guide's Atlas to pinpoint the many Secondary **Locations**; some of which may have a hostage situation playing out.

As a hostage situation usually occurs at random, with one or more cult members, this mission can't be specifically tracked. But there are some main types of hostage situations to look for, as you begin your good deeds:

Primary Location Hostages: Look for hostage activity inside the Primary **Locations** across Whitetail Mountains. In this example, a lunactic with a rifle was about to execute a civilian at the Langford Falls Parking Lot. Just be aware that finding hostages isn't guaranteed, and more populated **locations**, and **Cult Outposts**, aren't usually a good source of hostages.

Secondary Location Hostages: Only shown in this guide's atlas, there are numerous Secondary and Tertiary **Locations** across this region, and any one of them may have a hostage to rescue. Checking these **locations** allows you to find hostages more quickly. Of particular note are the Cult Totem Sites (dotted along foot trails); look for the skull-adorned posts remove cult folks threatening the innocent.

Random Location Hostages: We found this hostage, about to driven away in the back of a van, on the main road just south of the **F.A.N.G. Center**. Keep your eyes peeled for hostages you can see in the distance, so you can access dangers before executing foes, instead of mowing everyone down and hoping the hostage survives. In this example, we shot the driver and freed the prisoner.

Eli congratulates you on your excellent service once you've saved your final hostage, and the mission concludes. There can be accidental hostage deaths during this mission without it failing. Head on back Wolf's Den if you haven't completed Tammy or Wheaty's **missions**.

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Jacob's Region: Whitetail Mountains

Story Mission: Radio Silence

- **Prerequisites:** Complete Story Mission: The World Is Weak, access Wolf's Den
- **Rewards:** 900 Resistance Points (Whitetail Mountains)
- **Details:** Help Tammy disrupt Jacob's communications.

MISSION Commencement

Tammy Barnes

Once you gain access to Wolf's Den, visit Tammy Barnes in her special "interviewing room," where she gives you information about two aerial towers and a mobile truck that you must destroy.

REACH the South Aerial Tower

DESTROY the Jammer on Top of the First Tower

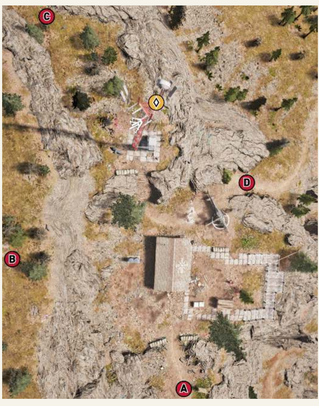
Head out and take either a helicopter or (better) a quad. Drive roughly northwest up the ridgeline to the South Aerial Tower. This remote mountaintop has greater threats posed by rattlesnakes than cult members, though you may occasionally encounter small groups of Eden's Gate enemies and their Judge Wolves. Dispatch them accordingly.

Grapple up to two precarious metal platforms on the tower so you can reach the small box at the top. Then shoot the jammer with your weapon. Alternatively, if you're standing around 80 meters away from the tower, you can snipe the box without having to climb up there; use a sniper rifle, and aim so the bullet doesn't pass through the small metal platform.

REACH the North Aerial Tower

Descend or utilize your wingsuit and fly north, over the long valley with the winding dirt road, passing to the left of the PIN-K0 Radar station (cult outpost). Continue down the winding trail to a helipad midway between the south and north towers. Summon a chopper if you wish, and fly to the next tower, or continue down the switchbacks to a side trail with a Base Jump sign at the foot of it. Drive a quad up the treacherous path (allowing access to a number of trail entrances into the location), or grapple up the cliff to the top of the mountain, to the south entrance of the North Aerial Tower.

DESTROY the Jammer on Top of the Second Tower



This location has two clusters of enemies, with occasional helicopter activity. The first cluster of goons is shooting targets on the cabin's eastern side, between and . The second cluster includes a flamethrower foe, and they are at the radio tower's base. It's worth clearing the area before destroying the jammer, simply because you've got to reach the base of the mountain for your subsequent objective.

OPTIMAL Path

Approach from the main entrance to the south . Instead of rushing the cabin, climb the rocks to the west of so you have an elevated view of the cabin. Tag foes there and aim at the radio tower.

You can then start executing foes, but an arguably more thrilling plan is to creep down into the cabin (so you can secure the baseball card for another mission). Using the interior and exterior as cover, strangle two of the four foes by the helicopter. Remove them as threats before they can alert others.

Then creep west, behind the blue water barrels and up the small scree slope so you're looking over at the foes by the tower. Line up your shots and you can tag the three usual foes in a couple of seconds. This leaves you only the flamethrower foe to deal with. He's worth softening up with grenades. You can back up to the south if he doesn't go down quick.

OTHER Paths

Depending on where you left the main switchback bike trail to reach this location, you can hike to the upper plateau where the flamethrower is , and work your way south, though there's less cover.

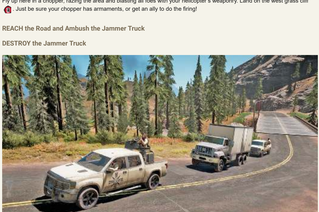
If you approach from the north, continue west, then head counterclockwise around to the grass cliff . You're above the enemy now and you can easily pick off foes. This location is also excellent for sniping at the jammer atop the tower instead of climbing to reach it.

You can hike up the path to the east, to the chopper location , though you're between both clusters of foes and easily picked off.

Fly up here in a chopper, razing the area and blasting all foes with your helicopter's weaponry. Land on the west grass cliff . Just be sure your chopper has armaments, or get an ally to do the firing!

REACH the Road and Ambush the Jammer Truck

DESTROY the Jammer Truck



Tammy radios in to let you know the third jammer is on a truck. This container truck is part of a convoy, with a pickup in front and behind it, each with a mounted machine gun. The convoy is driving west and then south along the main tarmac road to the east. You can:

- Take a helicopter (by the cabin) and pilot it down.
- Dash to the base jump point (the wind sock) just northeast of the second tower, and fly roughly southeast down to the road.
- Or you can drive down, usually missing the chance to ambush.

Before the convoy arrives, clear out the security hut at the road junction, especially as one of the foes here is carrying an RPG, which can inflict massive damage on your helicopter. This is relatively easy to accomplish, if you're quick enough.

If you're not quick enough, drive south along the road and set up an ambush point elsewhere.

Simply hover about the container truck and rake it with gunfire until it explodes, and the mission completes.

Or, remain on the rock promontory just south of the security hut at the junction. Bombard the container truck as it passes along the road below you. Use the RPG you took from one of the security hut foes if you didn't bring one. Or lay proximity explosives to catch the lead pickup, and back that up with your favored weaponry. Note the two pickups are optional to destroy.

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Jacob's Region: Whitetail Mountains

Story Mission: Eviction Notice

- **Prerequisites:** Complete **Story Mission: Radio Silence**
- **Rewards:** 900 Resistance Points (Whitetail Mountains)
- **Details:** Go to Eden's Gate **training** grounds at Stone Ridge Chalet and eliminate the chosen there before blowing it up.

MISSION Commencement

Return to Wolf's Den, and locate Tammy after she's finished with her prisoner. She needs you to hike over to the Stone Ridge Chalet and remove two recently trained cultists known as "Chosen." Other enemy casualties are optional. Then you need to place two explosive devices (automatically provided) and get out of there.

REACH the Stone Ridge Chalet

KILL the Chosen (2)

The Stone Ridge Chalet is the main base on a cult-occupied hillside, but it isn't the only cult location here; therefore, it's critical that you make a clandestine approach to the compound, so you can take advantage of silent killing (as this is the optimal path to success). If you don't care about noise and proficient takedowns, simply employ one of the "Other Paths" instead.

As you arrive, it is imperative you scan the area with your **binoculars**. The safest place is approaching from the east and crouching at cover **locations** C2 or C3. The majority of the foes are in the **training** yard between C3 and C1. Don't overlook the sniper in the tower between C3 and C4. Note the second sniper in the tower along the western perimeter between C4 and C4. There's a third tower northwest of C4, but it usually has no enemy.

The chalet building has four main entrances (G - G) and large ground-floor windows you can hop through. To the south are some tents and a low-traffic area. To the west are two more tents and a helicopter landing area around scattered rocks. Expect a few foes here as well, but enemies will move to where the action is.

Note that the two **locations** inside the chalet (1, 2) are explosive placements. Your in-game indicator easily shows where you should place the charges as part of a future objective.

There are 18 enemies on the ground, including the two snipers. The rest are the usual cultists, as well as two Chosen (with the red balaclavas) and a **heavy** (who starts inside the chalet). The two Chosen (priority targets) are not shown on the map, as they move dependent on your actions. They begin inside the chalet.

OPTIMAL Path

This path allows you to enter the chalet without having the enemy specifically pinpoint you, though they will hear sounds and investigate. This means quick and proficient actions, almost constant creeping, and use of silenced weaponry.

Approach from the dirt road to the northeast and drop behind the large blue water tanks C4. Scan the area with your **binoculars**, so pretty much every enemy is tagged (save for the tents at the western tower). Remove the closer sniper to the south of you, in the tower between C4 and C4. The enemy is now suspicious, but doesn't see you.

Now spend the next five minutes patiently lining up enemies between the water tanks C4 and the stone hut C4. Remain crouched, line up headshots behind this cover, and gradually whittle the enemies down. Foes may head forward to investigate; hide along the grass slope north and near C4, creeping back and dealing with closest enemies first. Spend the next few minutes thinning out the enemy.

When there are six foes left (including a **heavy** and the two Chosen), and there are no foes inside the stone hut C4, move inside the hut and begin to carefully tag the helmet of the **heavy** until he drops. You can reveal yourself and charge in with guns blazing and lobbing projectiles. But it's still safer to remain in cover. Only when the two Chosen remain (and the lone sniper in the western watchtower) should you reveal yourself and slay them. You can now move quickly along the chalet's southern exterior wall. Shoot the remaining sniper, and enter the chalet with no more foes to worry about (until the next objective).

OTHER Paths

Variations on this previous takedown theme are all possible, though the other **locations** are more dangerous. You could drop a sniper in the southeast tower, between C4 and C4, and climb up here to lay waste to the foes, using the zip line if you're overwhelmed. You can do this at the other two sniper towers as well.

The woods to the south don't have quite the elevation you need to tackle foes at long range, so retreat to this area. You could attack from the rock outcrop near the west sniper tower C4.

The compound's western side, C4 to C4, features low rocks and a helicopter. The latter is a possible method of massacring foes from height, but remaining here and attacking isn't wise as it's an uphill struggle. You can sneak to the northwest corner of the chalet between C4 and C4 and creep under the deck, though; this is a good hiding spot.

The compound's northern edge C4 is too narrow to be a flexible infiltration point, though the rocks make good cover in a pinch.

Or, you could parachute in and land on the chalet roof, drop down to a balcony, and infiltrate inside, before launching a firefight.

PLANT IED on the Second Floor

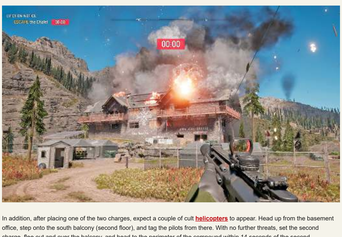
PLANT IED in the Basement

The second part of this mission requires you to place an IED at two **locations**. The first is a basement office (1), on a post.

The other location is a second-floor dormitory room 202 (2), easily accessed from the interior great hall stairs.

With optimal planning, you should be placing charges with no enemies around. However, the order of placement is important. A timer to detonation starts the moment you plant the second charge. As you can plant charges in any order, head to the basement office first, as it's more difficult to flee the chalet from this room.

ESCAPE the Chalet (00:14)



In addition, after placing one of the two charges, expect a couple of cult **helicopters** to appear. Head up from the basement office, step onto the south balcony (second floor), and tag the pilots from there. With no further threats, set the second charge, flee out and over the balcony, and head to the perimeter of the compound within 14 seconds of the second placement. Then watch the cult's **world** burn.

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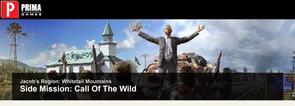


Jacob's Region: Whitetail Mountains

Side Mission: Call Of The Wild

- Prerequisites: Complete **Story Mission: Radio Silence** and destroy one wolf beacon.
- Reward: 200 Resistance Points, $1000
- Details: Tammy wants you to destroy all the wolf beacons located throughout the Whitetail Mountains.

MISSION Commencement

During your **exploration** of this region (and only this region), you may encounter a loudspeaker system with a generator that's playing the calls of a distressed caribou. This is a wolf beacon; the cull use it to attract wolves as they can trap them, before their transformation into Judge Wolves can commence. Obviously, Tammy wants this stopped. Shoot the generator powering the loudspeakers, destroying the wolf beacon.

DESTROY Wolf Beacons (4)

DESTROY Wolf Beacons (6)

Destroy any of the wolf beacons prior to completing Tammy's previous **missions**, and you receive a small Resistance Points bonus. You can destroy any and all you see, even before finding Tammy; they are totaled up when you finally start this mission.

Or, you can destroy any of the wolf beacons once you achieve the prerequisites. Tammy radios in, requesting you take down three more. The first four are indicated on your map. At this point, you can:

- Destroy the indicated beacons.
- Destroy any other wolf beacons Tammy didn't know about.

Both are viable plans, because after you destroy the first four wolf beacons, Tammy needs you to destroy the remaining ones anyway! Clear all of the beacons, and the mission is complete.

Wolf beacons are likely to have light enemy presence—possibly two or three cult members and mostly wild wolves. None are particularly difficult to clear, though some are difficult to find! Check the Atlas for map information regarding the whereabouts of these beacons.

WOLF BEACONS: Whitetail Mountains (10)

Wolf Beacon: You! **world** map (and the guide's Atlas) now features a new icon. This appears when you're close to finding a wolf beacon in Whitetail Mountains. All are specific (there are no random wolf beacons). Note that these icons distinguish silos and shrines in the other two regions.

The following information details the **locations** of all wolf beacons, working through each of the Subregions.

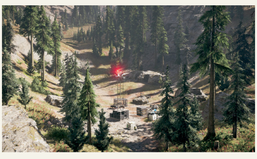
#1: NORTHWEST CEDAR LAKE

Due north of Grand View Hotel and south of Rattlesnake Trail Bridge, on the cliffs above the western end of Cedar Lake.

#2: RADAR STATION CLIFFS

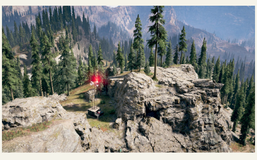
On a narrow cliff ledge, mid-way up from the winding main road, northeast of the **PIN-KO Radar Station**. Grapple up from the bend in the road to the east.

#3: NORTHEAST OF CEDAR LAKE



Up a watershed gully northeast of Cedar Lake, north of McKinley Dam.

#4: ROCK PROMONTORY SOUTH OF CEDAR LAKE

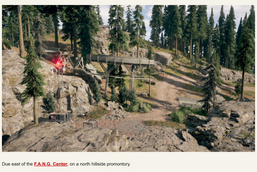


Midway between North Park Entrance (to the east) and Bo's Cave (to the west) is a rock ridgeline south of Cedar Lake. It's between two rock promontories.

#5: CENTRAL-WEST LAKES

To the northeast of Wolf's Den, and just southwest of Cooper Cabin, along a hillside trail.

#6: F.A.N.G. CENTER HILLS

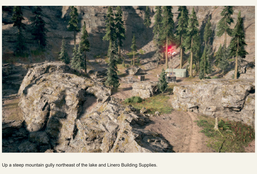


Due east of the **F.A.N.G. Center**, on a north hillside promontory.

#7: MOCCASIN RIVER BASIN

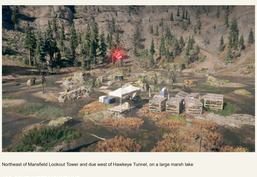
On a low-lying peninsula of the snaking river, due south of North Park Entrance.

#8: NORTHEAST OF WISHBONE LAKE



Up a steep mountain gully northeast of the lake and Linens Building Supplies.

#9: WEST MOUNTAINS



Northeast of Mansfield Lookout Tower and due west of Hawkeye Tunnel, on a large marsh lake

#10: SOUTHWEST MOUNTAINS

Up the ravine trail due west of Langford Lake, close to a scattering of cabins under cult control.

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Jacob's Region: Whitetail Mountains

Story Mission: Gearing Up

- **Prerequisites:** Complete Story Mission: The World Is Weak, access Wolf's Den
- **Rewards:** Supplies pickups in the Wolf's Den, 600 Resistance Points (Whitetail Mountains)
- **Details:** Help Wheaty recover Prepper Stashes hidden in the woods.

MISSION Commencement

When you finally gain access to Wolf's Den, after being dragged back to the land of the living from Jacob's hallucinations during The World Is Weak, speak with Wheaty, who lets you know there are some supplies out there that the militia needs.

GO TO the Lookout Tower

Wheaty

Leave Wolf's Den, and travel (ideally by chopper or quad) northwest, up the mountainside to the Jefferson Lookout Tower.

There's not likely to be much of a cult presence here; they've already committed atrocities and left. But check the location with your binoculars first so the coast is clear.

GET the Map to Find the Cabins

Enter the tower, and locate the cabin map on the table next to a comic book (one of 12 you can collect for Holland Valley Mission: Golden Age Nostalgia). There are now two cabins to venture into. Tackle them in either order, though Cooper Cabin is the closest to your current position.

GO TO Cooper Cabin

Head to Cooper Cabin, and access the cabin by heading in from the west, across the footbridge by the road. Use your binoculars to tag around five foes and a Hunter (a cult hunting party) in and around the cabin. You could approach from the cliffs to the southwest or the lake (west), but the best plan is to descend the winding trail from the footbridge. You can easily creep and strangle each foe, or kill them all in a swift firefight. Just use the walls of the cabin for cover, and stay on the higher ground.

FIND the Cooper Cabin Stash

The stash here is located in a root cellar just southeast of the cabin. Simply enter the cellar, go down the steps, and grab the stash. Then head to the next cabin. Check the cabin for some baseball cards; collect these as part of Story Mission: Grand Slam.

GO TO Redtail Cabin

Drive a quad across the rough forest terrain to Redtail Cabin. Though the place is relatively quiet when you arrive, a hunting party ascends the open rocky terrain to the southeast. Expect five foes and a Hunter. You have the higher ground and numerous places to hide (like the hut with the Arcade poster on it). Easily remove the threats.

FIND the Redtail Cabin Stash

Look southeast to a concrete bunker and metal hatch, adjacent to this cabin. Open the hatch, descend, and gather the second stash.

GO TO Kestrel Cabin

A militia member at Kestrel Cabin radios in to let you and Wheaty know they are under attack. Jump on a quad and drive onto the main dirt road between here and Kestrel Cabin. Unlike previous explorations, stay on your vehicle. Don't slow down and scan the area or start a stealthy approach: The cult has taken the stash and are escaping on ATVs right now!

STOP the ATV Before It Escapes with the Stash

LOOT the Body to Get the Stash

Zoom past Kestrel Cabin, keeping your speed up. If the enemy carrying the stash gets too far (over 150 meters) away, the objective fails and you don't get to give all three stashes to Wheaty. To avoid this, drive quickly, avoid any obstacles, and swing left (south) into the river estuary. If the ATV gets away, the sequence restarts.

Here, you're hampered by two enemies on quads, as well as the foe with the stash. Shoot or ignore them, without stopping or fishtailing so you lose the main focus of the objective. Continue the chase until you either fail the objective, shoot the enemy with the stash, or watch him drive onto the main road, passing Elk Jaw Lodge (cult outpost), and swerving right onto a rocky outcrop by the lake. Ram and remove the foe here, or not at all.

TALK to Wheaty at the Wolf's Den

Simply return to Wolf's Den and speak to Wheaty, who gathers the three stashes from you.

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Side Mission: Turn The Tables

- **Prerequisites:** Complete Story Mission: Gearing Up
- **Rewards:** New Music for vehicle radio, 200 Resistance Points, $900
- **Details:** Find milk crates full of wicked tunes to improve the overall music quality on Whitetail Radio

MISSION Commencement

Back at Wolf's Den, speak to Wheaty, who's rummaging through a milk crate full of quality vinyl albums. He knows that this region has a whole load more to find. There are 10 crates to find.

COLLECT First Set of Vinyl Crates (1/10)

RETURN First Set of Vinyl Crates to Wheaty

COLLECT second Set of Vinyl Crates (5/10)

RETURN Second Set of Vinyl Crates to Wheaty

COLLECT Last Set of Vinyl Crates (10/10)

Your world map (and the guide's Atlas) now features a new icon—*Vinyl Crate*. This appears when you're close to finding a Vinyl Crate at a particular location. All are specific (there are no random crates), and there are 10 crates to find. The rest of this mission details the location of all 10. Find them in any order you like, optionally returning after you collect 2, then 5 (total), to give them to Wheaty.

You can purchase a map showing the location of all these items at a shop, though this is unnecessary with the guide in your hands!

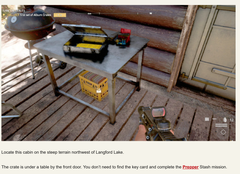
Vinyl CRATES: Whitetail Mountains (10)

#1: HUNTER'S PASS SHELTER

Over in the western mountains, near Snowshoe Lake, is a small cabin perched on the northeastern slopes surrounding the lake.

Shoot out the boarded front window, then leap the frame and enter the stone cabin to gather the *vinyl* on a wooden table.

#2: DANSKY CABIN



Locate this cabin on the steep terrain northwest of Langford Lake.

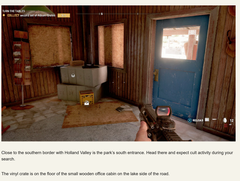
The crate is under a table by the front door. You don't need to find the key card and complete the Prepper Stash mission.

#3: OSPREY CABIN

Expect possible cultist activity as you reach this cabin, above the river running southeast down the mountain from Snowshoe Lake.

The *Vinyl Crate* is on the coffee table in the main interior living space.

#4: SOUTH PARK ENTRANCE



Close to the southern border with Holland Valley is the park's south entrance. Head there and expect cult activity during your search.

The *vinyl crate* is on the floor of the small wooden office cabin on the lake side of the road.

#5: REDTAIL CABIN

This is one of the cabins you investigated during Wheaty's main mission. You may have foes (including wildlife) to contend with.

The crate is on the kitchen counter.

#6: BREAKTHROUGH CAMP

Expect moderate cultist activity in this torture camp. Locate the lodge building at the camp's southern end, within the compound.

Enter the lodge, and secure the *vinyl* on the low bookcase.

#7: THE GRILL STREAK

Over on the western side of the Moccasin River is a campground where Chad Wolanski resides. Aside from his side missions, he's got some classic *vinyl* to find.

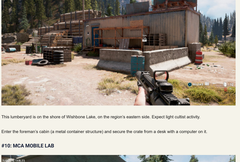
Locate it by the tent inside the open camp structure.

#8: NORTH PARK ENTRANCE

The north entrance to the Whitetail Mountains park also has an *vinyl crate* to appropriate. Find the entrance midway along the Moccasin River.

Enter the small office where you can report fires, and take the crate on the low bookcase.

#9: LINERO BUILDING SUPPLIES



This lumberyard is on the shore of Wishbone Lake, on the region's eastern side. Expect light cultist activity.

Enter the foreman's cabin (a metal container structure) and secure the crate from a desk with a computer on it.

#10: MCA MOBILE LAB

Doctor Sarah Perkins (and her mission) is available at this small hillside laboratory. She's currently being pestered by Judge Wolves.

Remove the threat if you wish, but you're here for the *vinyl* on the ground by the edge of the work tent (exterior).

RETURN the Last Set of Vinyl Crates to Wheaty

After you gather all 10 VinylCrates, head back to the Wolf's Den and conclude this mission. Wheaty hands over some ready cash. He's also spinning the discs you collected, making any radio you hear in this region sound a whole lot better.

Check the Atlas for more knowledge about *vinyl crate locations*!

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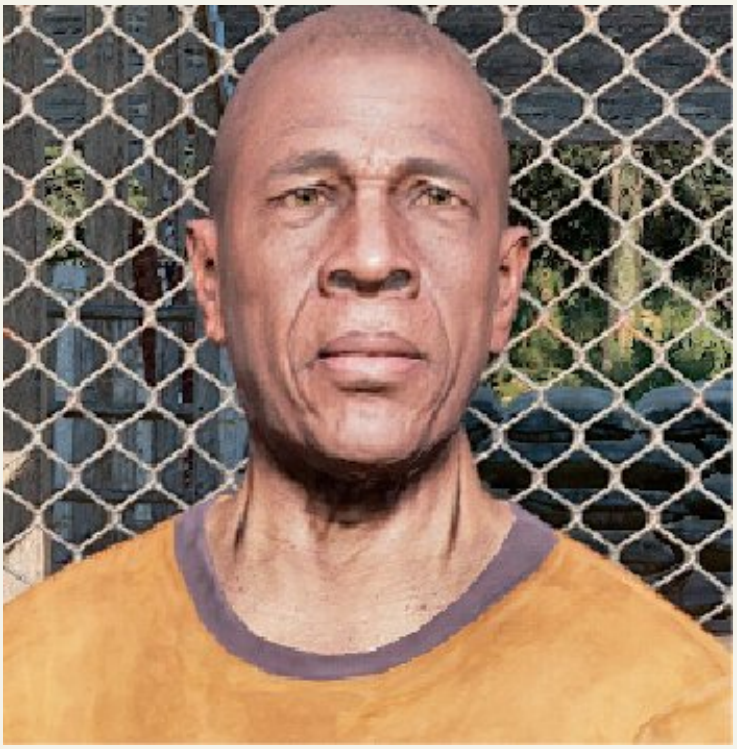
Jacob's Region: Whitetail Mountains

Side Mission: Grand Slam

- **Prerequisites:** None
- **Rewards:** Cougars T-shirt, 200 Resistance Points, $900
- **Details:** Help George complete his baseball card collection.

MISSION Commencement (1)



George Wilson

Find George Wilson in the baseball field behind Oberlin Picnic Area, north of Clagett Bay just off the main road. He's reminiscing about the folks he used to play baseball with. It would sure be appreciated if you could find the nine mementos of the local baseball heroes. They're scattered all over Whitetail Mountains.

MISSION Commencement (2)

Or, you can simply find one of the nine Cougars Baseball Card trophies at the **locations** detailed below, and then talk to George; the mission begins when you talk with George.

Baseball Cards Collected (9)

Cougars Baseball Card: Your **world** map (and the guide's Atlas) now features a new icon. This appears when you're close to a Cougars Baseball Card at a specific location. There are no randomly located cards; all are within Whitetail Mountains Region, and the rest of this mission details where all of them are. Seek them out in any order you like.

You can purchase a map showing the location of all these items at a shop, though this is unnecessary with the guide in your hands!

COUGARS BASEBALL CARDS: Whitetail Mountains (9)

Unless indicated, the following nine areas are secondary **locations** that do not appear as icons on your in-game **world** map.

#1: NORTH AERIAL TOWER

On the mountain ridge along the region's far northwestern edge, west of Cedar Lake, is the North Aerial Tower (Tammy Barnes's **Story Mission: Radio Silence** has an objective here).

Expect light cult presence. Gather the card from the desk shelf near the side door.

#2: CEDAR LAKE CULT CABIN

Along the northern shore of Cedar Lake, just northwest of the dam, is a cult cabin with flags and a light enemy presence.

Check inside the cabin for the card. It's on a dresser just left of the wall map.

#3: F.A.N.G. CENTER

This is a cult outpost and easily spotted. Before or after liberating the location, check the shop by the main entrance.

Inside, you'll find the card on one of the empty store shelves.

#4: MCNEILL RESIDENCE

This is a primary location, east of the **F.A.N.G. Center**. Check the small storage shed outside the main cabin, watching for bears.

Open the door to this storage shed. The card is on a rickety shelf by the door, above a dresser and blue water containers.

#5: MOUNTAIN PUMPKIN PATCH

Midway between the **PIN-K0 Radar Station** (cult outpost) and the Jefferson Lookout Tower is a mountainside potting shed where pumpkins are grown.

Check inside the shed. The place is a mess, but the card is on a shelf above the stove.

#6: COOPER CABIN

This is a primary location, near the lake northeast of Wolf's Den. Expect a light enemy presence here.

Storm the cabin, checking the ransacked bedroom in one corner. The baseball card is on a tiny shelf near the bunk beds.

#7: SOUTH HILLS: CULT CABIN

Locate this cabin just south of the **F.A.N.G. Center** in the upper elevations and marsh ground where cult activity is likely to be occurring.

You rescued Nancy the truck during **Story Mission: The Prodigal Son**. Check the shelf with the clock on it, above the sofa, for the card.

#8: SOUTH HILLS: TRAILER

On the hillside above the Baron Lumber Yard (cult outpost) is a lone trailer used as a ramp during a nearby Clutch Nixon mission.

Smash through any of the boarded-up entrances, and grab the card from the shelf below the “Hope County Cougars” sign.

#9: GOLDEN VALLEY GAS (CLAGETT BAY)

Midway between Clagett Bay and Widow’s Creek along the main road is a gas station. It’s been commandeered by the cult. Expect possible activity.

The store inside has been ransacked, though the card is still there, on a shelf below the “Clothing” sign.

TALK to George

Only after gathering all nine baseball cards, head back to the Oberlin Picnic Area, and give the collection to George, who justly rewards you with a T-shirt and money.

Check the Atlas for more information about Cougars Baseball Cards **locations**!

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Jacob’s Region: Whitetail Mountains

Side Mission: Tools Of The Trade

- **Prerequisites:** None
- **Rewards:** 200 Resistance Points, $700
- **Details:** Help Skylar get her **fishing** rods back from Dylan.

MISSION Commencement

Skylar Kohrs

Locate Dylan’s Master Bait Shop just north of the bridge over Widow’s Creek. Here you’ll meet Skylar, whose boyfriend (the eponymous “Dylan”) is holed up inside his trailer, refusing to give Skylar her **fishing** gear.

SCARE Dylan by Shooting Things Around His RV

Start to shoot at the various bits and pieces of junk and items surrounding the trailer. Skylar shouts encouragement. Hit the guitar, both deck chairs, the keg, the satellite dish, and the rusting metal hatch left of the guitar (the “dump tank”). If that doesn’t do it, shoot at the boarded windows too.

TALK to Skylar

FOLLOW Skylar

CATCH Trout (3)

Follow Skylar to Widow’s Creek **fishing** spot, after gathering one of the **fishing** rods Dylan throws out from his trailer. If you haven’t fished before, listen to Skylar’s instructions.

Throw out your line, about halfway into the lake, close to where there’s evidence of fish (ripples in the water). Softly tap the reel to make your bait dance slightly and slowly reel in until either a fish catches the bait or you need to cast again.

When the fish is on the hook, reel in constantly while moving the rod in the opposite direction that the fish is moving in. If the line is about to snap, the rod will bend and the line turns orange to red. Prevent the snap by easing off the reeling and opposing movement. Make subtle opposing movements rather than wrenching ones. And execute patience.

Take some time to practice **fishing** here, using basic lures and rods if you wish. Or, use a trout bugger (lure available once you have the Fisher King Perk) for an easier time, though this isn’t necessary.

Once you’re done, speak to Skylar to conclude this mission.

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Jacob's Region: Whitetail Mountains

Side Mission: Gone Fishin'

- **Prerequisites:** Complete **Side Mission: Tools of the Trade**
- **Rewards:** 200 Resistance Points, $700
- **Details:** Master your **fishing** skills by catching three different types of fish before taking on the Admiral.

MISSION Commencement

Speak to Skylar, who recommends you perfect your **fishing** technique. Only then can you try to catch the infamous Admiral and split the winnings with her, so she and Dylan can flee Hope County. To help, she pinpoints three different **fishing locations** where you'll find bass, sturgeon, and salmon.

FISHING Fundamentals

It's worth really getting into this new hobby, especially as you require better rods and bait for the next couple of **missions**. Try all of the following to increase your prowess:

- Invest points into the Fisher King perk (fish tire more quickly, and more flies in the **fishing** rod slot are unlocked, which are key to capturing heavier fish).
- Get a better rod. Wonderboy or Old Betsy will be available in the shop after completing specific **missions**—Wonderboy is available after completing **Side Mission: The Admiral** and Old Betsy is the reward for completing all of the posted **fishing challenges**. Practice **fishing** to see which one you like the best. Both help you when reeling in fish (as their speed and line strengths are much better than your normal rod).
- Finally, when you're choosing your rod, pick the correct bait (once you have the Fisher King perk): Basic Mayfly is for more fun **fishing**. Hybrid sturgeon, salmon egg, bass popper, and trout bugger are for catching the type of fish mentioned in their name. Don't forget to choose these baits in the **utility wheel**, or you'll add time and frustration to your new hobby!

Now for some more exotic fish. Head to the **fishing** holes Skylar has pinpointed. Catch these fish in any order, and there are other holes available; you don't need to reach the ones specified.

There may be cult and animal activity at these **locations**, so clear the area first. It helps if you've neutralized any nearby cult strongholds to minimize any interruptions.

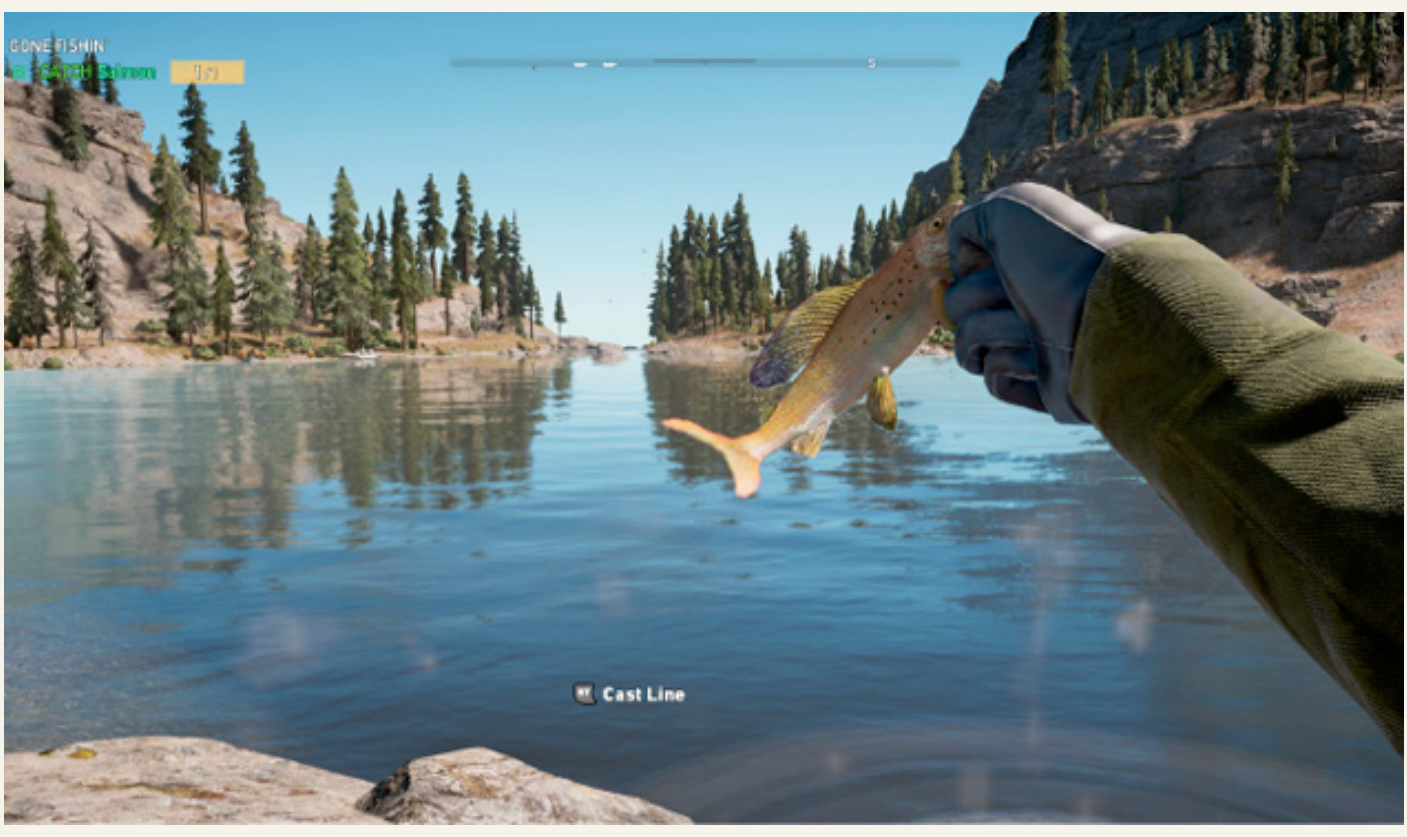
CATCH Bass (1)

This example is along the winding river in the Henbane River region, west of Hope County Jail and south of Sacred Skies Lake. Employ a bass popper and a better rod, and catch a rock bass.

CATCH Sturgeon (1)

This example in Holland Valley is a pond just east of Rye & Sons Aviation. Utilize the hybrid sturgeon lure to increase your chances of bagging a paddlefish.

CATCH Salmon (1)



There's some amazing Arctic Grayling salmon to catch (using salmon egg bait) on the north shore of Snowshoe Lake. Follow the river from Clagett Bay to the watershed. Beware of lions and bears and cultists while you're here, though.

Note the size of the fish isn't important, only the variety. Feel free to continue to fish if you've only caught a tiddler! After you catch each variety of fish for the first time, Skylar radios in and the mission concludes.

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Jacob's Region: Whitetail Mountains

Side Mission: The Admiral

- **Prerequisites:** Complete **Side Mission: Gone Fishin'**
- **Rewards:** Wonderboy **Fishing** Rod unlocked in shops, 200 Resistance Points, $1450
- **Details:** Catch "The Admiral" to claim the cash prize to help Skylar and her boyfriend escape Hope County.

MISSION Commencement

Reach the docks at Clagett Bay, which is just north of Dylan's Master Bait Shop. Talk to Skylar on the docks. She's hurt her hand and can't join you, but she will give encouragement as you hunt for the biggest sturgeon of all!

REACH Clagett Bay

Take the nearby dinghy, and travel to the pristine waters of the bay, close to the boundary with Holland Valley. Check the immediate vicinity for cultists. Cult boats and **helicopters** will periodically arrive, so pack ranged **rifles**, along with your best rod. Now go fish!

FISH for the Admiral

Pick a strong rod you purchased at a general shop, and use the Hybrid Sturgeon lure, as the Admiral is a pallid sturgeon. Then fish, either from the boat or the nearby island, anywhere within the mission area. Expect the Admiral to break your line multiple times. Listen for Skylar's encouragement, as she also lets you know if you're doing it wrong.

Simply follow the tactics of **fishing** previously mentioned, and you eventually reel in this 40+ pound monster! Then head back to the docks and Skylar splits the prize money with you.

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Jacob's Region: Whitetail Mountains

Side Mission: Mint Condition

- **Prerequisites:** None
- **Rewards:** Cheeseburger T-shirt, 200 Resistance Points, $900
- **Details:** Help Dave find all of his missing Cheeseburger Bobbleheads.

MISSION Commencement (1)

Dave Fowler

Locate Fowler's Retreat, on the southern banks of Widow's Creek. Find Dave Fowler there, mourning the loss of his Cheeseburger the Bear Bobblehead collection. They'd be worth a mint if you can find all 10 of them. They're scattered all over Hope County.

MISSION Commencement (2)

Or, you can stumble upon any of the 10 Cheeseburger Bobbleheads at the following **locations** and then speak to Dave. This mission starts when you speak with Dave.

COLLECT Cheeseburger Bobbleheads (10)

Bobblehead: Your **world** map (and the guide's Atlas) now features a new icon. This appears when you're near a Bobblehead at a particular location. All Bobblehead **locations** are specific (there are no random ones). The Bobblehead outside Fowler's Retreat does not count. The rest of this mission details where to find them all. Note these Bobbleheads speak witticisms as you near them, helping you locate them. Find them in any order you like.

You can purchase a map showing the location of all these items at a shop, though this is unnecessary with the guide in your hands!

CHEESEBURGER BOBBLEHEADS: Whitetail Mountains (6)

#1: ISLAND NORTH OF GRAND VIEW HOTEL (CEDAR LAKE)

Venture onto the island on the western part of Cedar Lake, north of Grand View Hotel, and explore the cabin with the dock here.

The Bobblehead is on a disgusting mattress, on an equally revolting torture room in the cabin.

#2: LANSDOWNE AIRSTRIP

Locate the airstrip northeast of the **F.A.N.G. Center**, and gather the Bobblehead as part of **Prepper** Stash: Hangar Pains.

Drop onto the hangar roof via a plane and parachute, enter through the skylight, grab the Bobblehead from the metal shelf, and hit a button on the wall to open the hangar.

#3: WHITETAIL PARK RANGER STATION (CULT OUTPOST)

Whether you've liberated it or not, the **ranger station** midway between the park's north and south entrances has a cabin in the southeast corner of the compound.

Head inside this office cabin and secure the Bobblehead from a chest of drawers in a corner bunk bed room.

#4: BARON LUMBER MILL (CULT OUTPOST)

One of your first go-to places to liberate Jess also has a Bobblehead to snag: Find it in the southeast warehouse with the cult banner on it.

Hop up the wood stacks on the south side, through the rust-stained open window into the bathroom, and find the Bobblehead on the kitchen counter.

#5: WHITETAIL PARK VISITOR CENTER

Whether you freed Eli's militia friends or not, there's a Bobblehead waiting in the upper of the two buildings.

Enter the souvenir shop, which has been ransacked, and find the Bobblehead on some shelving.

#6: SOUTH PARK ENTRANCE

Visit the southern entrance to Whitetail Park, just south of Widow's Creek, and expect cult activity as you check the exterior for the Bobblehead.

The collectible is near a wooden bench and upturned trash can, near some blood-soaked debris, on the lake side of the location.

CHEESEBURGER BOBBLEHEADS: Holland Valley (2)

#7: ST. ISIDORE SCHOOL

Locate this tiny rural schoolhouse, watching for cultists, unlocking the outbuilding adjacent to the school bus shell.

Use your Locksmith perk, or grab the key from the chimney atop the main school structure. Snag the Bobblehead from the metal table.

#8: BRADBURY TRACTOR SHED

Locate the tractor shed and smaller hut adjacent to it on the east side of the crop circle field.

Shoot or smash the boards across the window to gain entry into this hut, and grab the Bobblehead from the fridge without a door.

CHEESEBURGER BOBBLEHEADS: Henbane River (2)

#9: 8-BIT PIZZA BAR

Visit this diner just off the winding southern road of the Henbane River region; just push open the main door to enter.

The Bobblehead is on a high shelf in the kitchen.

#10: FEENEY RESIDENCE

In the region’s far eastern side is a cabin on the same island as Faith’s Gate.

Enter the modest main dwelling and grab the Bobblehead from the kitchen counter.

REACH Fowler’s Retreat

After you gather all 10 Cheeseburger Bobbleheads (and not before), return to Fowler’s Retreat, and hand over the collection to Dave. He rewards you with cash and clothing.

Check the Atlas for more information about Bobblehead **locations**!

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Jacob's Region: Whitetail Mountains

Side Mission: Mountain Armed Convoy

- **Prerequisites:** Resistance Rating Level 2+ (Whitetail Mountains)
- **Rewards:** 200 Resistance Points, $1,500
- **Details:** Jacob sent **combat** **helicopters** looking for Whitetail Militia.

MISSION Commencement

Once your Resistance Rating for Whitetail Mountains increases to Level 2, Jacob Seed realizes who you're partnered with and sends out three **combat** **helicopters** to search for militia and wipe them out. Dutch radios in to let you know about this.

DESTROY the Combat Helicopters

The airborne convoy consists of three off-white cult **combat** attack **helicopters**, each with a pilot and a sniper, plus other possible enemies riding inside.

Find them anywhere on the map, usually flying low to the ground. Listen for multiple **helicopters** and react as soon as you spot them. Intercept, and destroy them.

RECOMMENDED Paths

There's no one plan that's optimal here due to the random location you encounter each convoy in, but there are recommendations you can use to your advantage:

Assault the **helicopters** in a remote area, rather than close to a cult outpost, so no further reinforcements arrive.

Complete the general takedown plans for choppers—aim a sniper rifle at the pilot and tag him until he dies. The helicopter spins out of control and crashes. Repeat this, using available cover to hide from any incoming shots.

RPGs are another option, though they're slightly more difficult to use than you might expect; the choppers usually fly away from the missile rather easily; try firing when the a chopper is hovering.

Have allies attack simultaneously from disparate directions so the **helicopters** can't focus all their attack firepower on you.

By far the easiest method is to attack this convoy using a rapid-fire machine gun. You can carry it or use it from a nest or a mounted vehicle.

Another clean and easy takedown is to attack the airborne convoy from behind in an **aircraft** (a helicopter is preferred, as it's slower and more maneuverable); strafe the enemy choppers with gunfire until you blow them from the sky.

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Jacob's Region: Whitetail Mountains

Story Mission: The World Is Weak

- **Prerequisites:** Resistance Rating Level 2+ (Whitetail Mountains)
- **Rewards:** None
- **Details:** Jacob Seed wants to indoctrinate you into the **world** of Eden's Gate.

MISSION Commencement: You're Being Hunted

Jacob Seed

After building up the Resistance in Whitetail Mountains to Level 2 or more in your **world** map, Jacob tells you that you are being hunted. Not long after, Dutch notifies you that the cult has started beefing up their defenses. Then, you get another warning—"Capture Party Incoming!"—when a Chosen Hunter and two other cultists are in the immediate vicinity. One of their Chosen Hunters hits you in the leg with an arrow.

You pass out and are carried to a previously unexplored building (the Grand View Hotel). It becomes increasingly apparent you've been drugged with Bliss. You must prove yourself to Jacob Seed. You're about to kill your own.

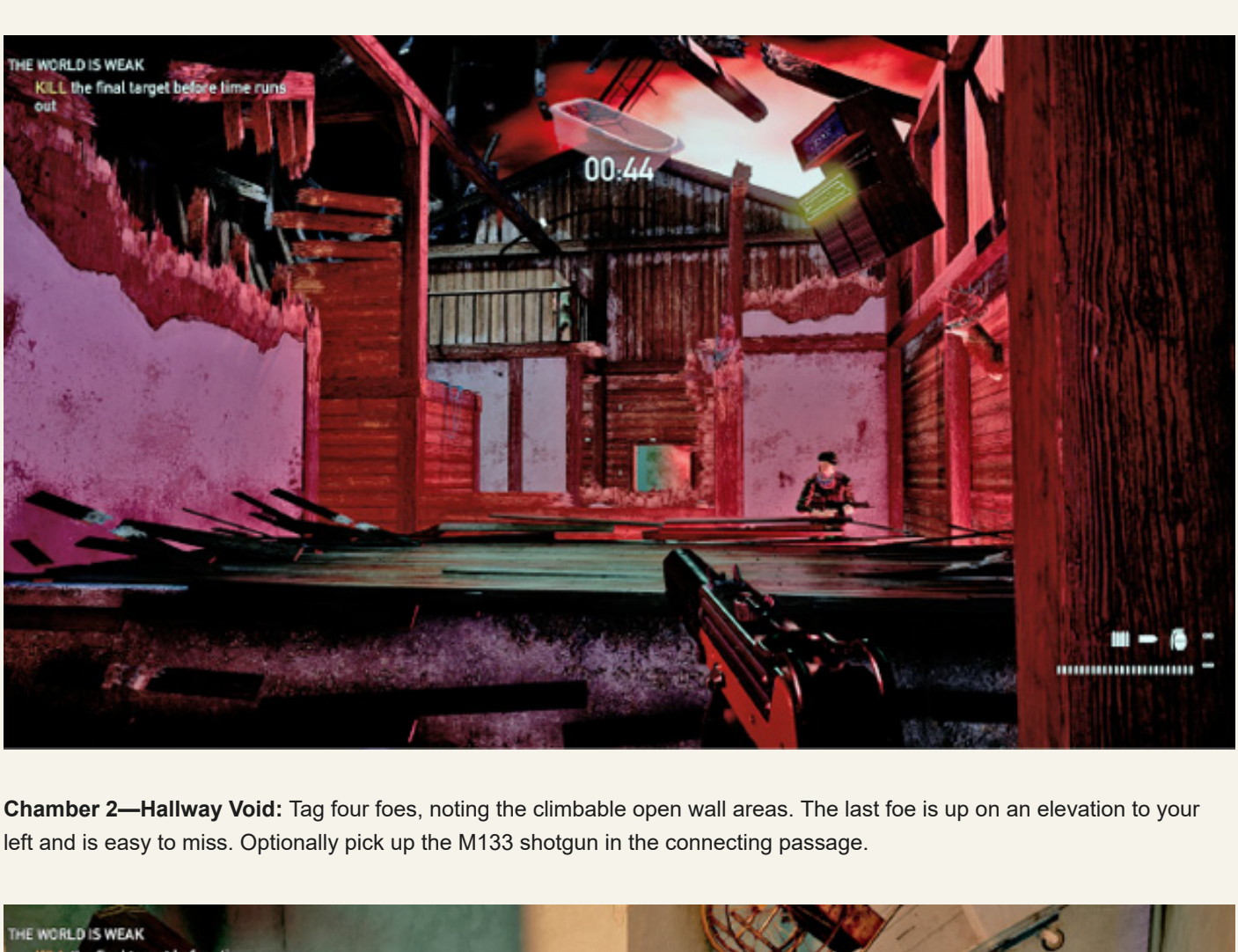
KILL the Final Target Before Time Runs Out (00:45)

You have no choice but to move through a series of fun-house chambers, tagging the heads of law enforcement officers in a Bliss-fueled stupor.

You have a time limit, and a host of subliminal messages to inadvertently learn. You are doomed to repeat this mission over and over again if you let the timer reach zero, so playing along is the only way to complete this torturous mind game.

You begin with 45 seconds on the clock. You receive +6 seconds for each target you drop with a headshot. You receive +4 seconds for each target you drop. You may elect to ignore targets.

Chamber 1—Projection Room: Grab the .44 Magnum from the table. Shoot the two targets as they rise from their chairs. Optionally pick up the SMG-11 in the connecting passage.



Chamber 2—Hallway Void: Tag four foes, noting the climbable open wall areas. The last foe is up on an elevation to your left and is easy to miss. Optionally pick up the M133 shotgun in the connecting passage.

Chamber 3—Corridor Maze: There are two routes to take and three foes to tackle. Head right to clear the first two, and move back into the middle to escape, looking for the red lights ahead. Optionally pick up the AR rifle in the connecting passage.

Chamber 4—Red Courtyard: Enter an exterior courtyard with concrete barriers and sandbags at the far end. Cull the five foes, all at ground level and ahead of you. Head up the steps ahead into the building. Optionally pick up the MP-5 in the connecting passage.

Chamber 5—Red Staircase: The last room features three staircases to ascend; use the steps and leap the gaps in the connecting landings, or climb. Shoot three targets along the way. Leap to a chute at the far end.

Your test is over. You're left for dead, until **the Whitetail Militia** arrive and bring you back from the brink. Wolf's Den is now accessible, as are **missions** from Eli Palmer, Wheaty, and Tammy Barnes (all at Wolf's Den).

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Jacob's Region: Whitetail Mountains

Story Mission: We Must Be Strong

- **Prerequisites:** Resistance Rating Level 2+ (Whitetail Mountains), Complete Story Mission: The **World** Is Weak
- **Rewards:** None
- **Details:** Your **training** continues. Only the strong survive the trials.

MISSION Commencement: You're Being Hunted

After you achieve the prerequisites, you receive another warning that you're being hunted. A Capture Party soon descends on your location, and you're shot in the leg again. You come to, and further indoctrination takes place. The music box appears. Tick, tock.

KILL the Final Target Before Time Runs Out (00:45)

You begin with 45 seconds on the clock. You receive +6 seconds for each target you drop with a headshot. You receive +4 seconds for each target you drop. You may elect to ignore targets.

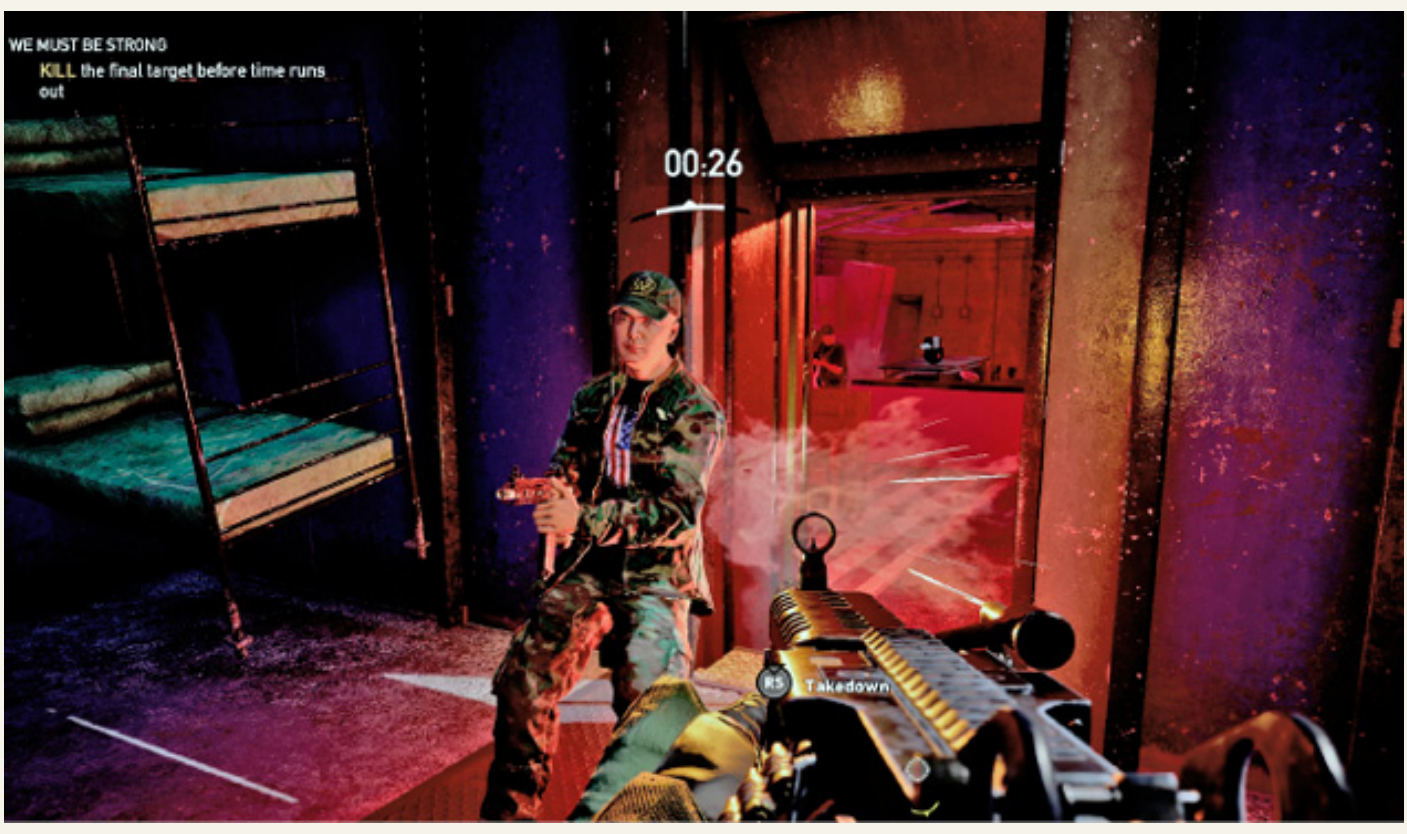
Chamber 1—Projection Room: No differences.

Chamber 2—Hallway Void: No differences.

Chamber 3—Corridor Maze: Aside from an exploding deer, no differences.

Chamber 4—Red Courtyard: No differences.

Chamber 5—Red Staircase: No differences.



Chamber 6—Dormitory and Mess Hall: The **training** is not over yet. Optionally gather the M249 machine gun at the bottom of the chute. Use it on three foes in a small dormitory and mess hall.

Chamber 7—Container Corridor: Blast the foe behind the metal wheeled storage bin beyond the stuffed wolf. Step into a corridor with two parallel sides to it. Step to the right side to cull targets. Then fire at the foes at the far end. Six targets are available.

Chamber 8—Command Room: Tag a foe just beyond the entrance, then turn the corner and fire on your last foe. Was that a faceless man? Time slows down. When it speeds up again, you come to at the bottom of Devil's Drop. Your **training** has been suspended, and this mission is over. It will begin again soon.

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Jacob's Region: Whitetail Mountains

Story Mission: Sacrifice The Weak

- **Prerequisites:** Resistance Rating Level 3+ (Whitetail Mountains), Complete **Story Mission: We Must Be Strong**
- **Rewards:** None
- **Details:** Your **training** is nearly complete.

MISSION Commencement

After you meet the prerequisites, you may start to stagger and lose consciousness after engaging the enemy. Time passes before you wake up, ravenous and tested to the brink of insanity. Jacob Seed has spoken to you again: Only you can make this **world** seem right.

KILL the Final Target Before Time Runs Out (00:40)

You begin with 25 seconds on the clock. You receive +6 seconds for each target you drop with a headshot. You receive +4 seconds for each target you drop. You may elect to ignore targets.

Chamber 1—Projection Room: No differences.

Chamber 2—Hallway Void: Look for one additional target, at ground level, as you round the first corner.

Chamber 3—Corridor Maze: Aside from an exploding wolf and one more foe in the maze, no differences.

Chamber 4—Red Courtyard: Aside from one additional target (note the red circle above his head), no differences.

Chamber 5—Red Staircase: There is an additional foe on an elevated box to your right, as you enter. Otherwise, no differences.

Chamber 6—Dormitory and Mess Hall: There is one additional foe in the mess hall.

Chamber 7—Container Corridor: Five targets are available.

Chamber 8—Command Room: No differences. Good. Cull the herd. Time slows down. When it speeds up again, there is a daring escape attempt. You regain consciousness on a truck on the road from St. Francis Veteran's Center. Try to return to this compound, and you lose consciousness. The **training** is almost over.

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Jacob's Region: Whitetail Mountains

Story Mission: Only You

- **Prerequisites:** Resistance Rating Level 4 (Whitetail Mountains), Complete **Story Mission: We Must Be Strong**
- **Rewards:** Jacob's Rifle unlocked in shops, $3,000
- **Details:** Hunt down and kill Jacob Seed.

MISSION Commencement

Prerequisites are met: An attack on the cult brings back the red mist. Consciousness is lost. You now know your purpose: Only you can make the darkness bright.

KILL the Final Target Before Time Runs Out (00:30)

You begin with 15 seconds on the clock. Tick, tock. You receive +6 seconds for each target you drop with a headshot. Excellent. You receive +4 seconds for each target you drop. You may elect to ignore targets.

Chamber 1—Projection Room: No differences.

Chamber 2—Hallway Void: Look for one removed target and one sniper on an upper-right balcony.

Chamber 3—Corridor Maze: No differences. Sacrifice.

Chamber 4—Red Courtyard: There are two additional targets (for a total of seven) on the upper balcony of the far building.

Chamber 5—Red Staircase: A wolf kills the deer. The previous fourth foe on the right is no more. The three original foes are here.

Chamber 6—Dormitory and Mess Hall: No differences. Sacrifice the weak.

Chamber 7—Container Corridor: No differences.

Chamber 8—Command Room: There's one very important difference (and it cannot be avoided). Good work. You passed your test. Jacob is pleased.

DESTROY Wolf Beacons (6)

You stagger out of Wolf's Den. Across the rocky terrain are six Wolf Beacons, part of the elaborate sonic plan. You must destroy these. Simply shoot the generator. No gun? Punch out Jacob and grab his shotgun; he's not real (one hopes). Then make a determined journey to each subsequent beacon, blasting them (in any order you like). They are rigged with explosives, so shoot the generators from a reasonable distance.

Pick up additional (and longer-range weapons) from the deputy, who appears again as you reach the third Wolf Beacon. Continue through the red mist, killing anyone that moves. Do not stop until the last beacon is destroyed.

KILL Jacob Seed

You snap out of your stupor. Head toward the rock formation of Wolf's Den. Terminate a quartet of cult foes along the way. Gather a favored weapon from them. Clear the three foes and two Judge Wolves before facing Jacob on the promontory he's on. Execute Jacob Seed and claim his key. **Story Mission: Casualties of War** begins now.

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Jacob's Region: Whitetail Mountains

Story Mission: Casualties Of War

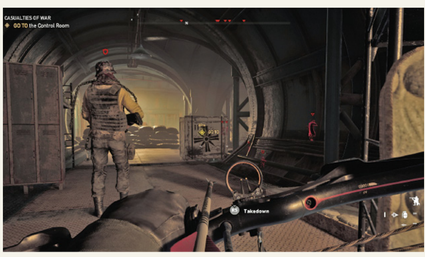
- **Prerequisites:** Complete **Story Mission: Only You**
- **Rewards:** Health Boost 3, $1,700, Region Liberated (Whitetail Mountains), Extra $400 bonus for **missions**/activities completed post liberation!
- **Details:** Break into Jacob's Armory and rescue Deputy Pratt.

GO Inside Jacob's Bunker

The following battle is lengthy, so choose favored armaments, **Perks** that allow for easy infiltration, a stealthy weapon, and rapid-fire guns and explosives for when the situation gets chaotic. Head to Jacob's Gate, close to the eastern edge of Cedar Lake. It is well guarded.

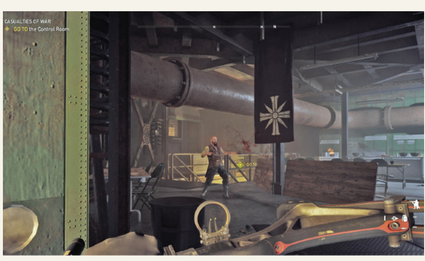
There are four enemies outside, including a sniper on a tower to the east. Assuming competent stealth techniques, you can easily remove them from the rocks on the southeast side of the front gate. Or you can creep around the stone mountain the gate is built into, and shoot from higher ground.

GO TO the Control Room



Interact with the exterior door switch to open it, descend the stairwell, and wait for Tammy to open the **heavy** door leading deeper into the bunker. You need to descend to the bottom to find the deputy. There is a quartet of foes in the barracks chambers ahead, as well as in the more distant chambers to your right. Each group consists of three foes and a **heavy**.

The four foes in the barracks ahead of you are optional kills, though it's easier to remove them so you aren't swarmed later. Tag the two foes in the barracks bunk room, and with no one seeing you, creep and follow the **heavy**. Sneak behind and use cover to plug the third foe, then move to strangle the **heavy** (or switch enemies, depending on patrol routes), so you don't have to plant multiple shots and resort to loud explosives.



There's an open door right of the barracks entrance. The corridors from the barrack circle around to a small mess hall and a staircase down to a storage room. **Assault** the two foes in the mess hall (a sign indicating where you are appears above each doorway). Execute the same plan, and you can further your progress while tagging both foes before they realize anything is amiss; then head downstairs and strangle the **heavy** in the storage room beneath the mess hall. Tag the last foe by the altar, and enter the control room, unlocking the remaining doors to Pratt's location.

RESCUE Deputy Pratt

Tag four more enemies as you pass through the now-open door and into the storage room. Drop the first foe as you pass through a mechanical room, and enter the armory. Be patient as two foes finish a conversation, then sneak up and strangle the one in the armory. Follow the other down the corridor stairs and shoot or strangle him. This just leaves a VIP in the room before the lab; strangle him from behind. This accomplishes the entire reconnoiter without the enemy even knowing you're here!

Or, you can wade in and kill everyone.

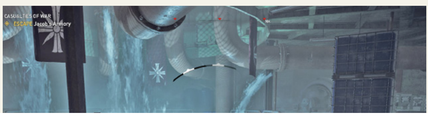
Enter the laboratory, punching the button to open the door to where Deputy Pratt is being held. After a small psychotic episode, Pratt seems functional enough to accompany you.

ESCAPE Jacob's Armory

Deputy Pratt

The return to the surface has remarkably different tactics. The place is flooding, and Pratt is carrying a machine gun; this effectively ends stealth tactics, so sprint up the steps to the sign marked "Filtration," gunning down two foes. Enter the filtration room, and circle the ground floor, dropping three foes. There are two staircases; the north one ends with an item chest, while the south stairs allow gantry access out of here.

Dash up and down stairs into the reservoir room, dropping a foe as you make a U-shaped turn to a stairwell and another foe. Ascend to Floor 2, where the majority of the enemies (six) are located. Don't be shy with the grenades; lob them across the circular pit where the water is pouring, and then quickly maneuver the perimeter, killing enemies until none remain. Speed and proficient rifle fire (with aiming) is the best method.



Jacob's Region: Cult Outposts

Overview

Whitetail Mountains features the fewest **cult outposts**, with just five (four of which are tagged as this mission type, with the Baron Lumber Mill being a story mission; consult that for the optimal path). Each yields an in-game region map, as well as a good deal of quality equipment, safes, ammunition, and other useful items. Expect the largest concentration of foes here. Consult the following information for important insertion points, possible problems overcoming these **locations**, and an optimal path for clearing each outpost without triggering an alarm or being seen (as each Undetected success gives you extra rewards in the form of a cash bonus and Challenge Point).

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Jacob's Region: Cult Outposts

Pin-K0 Radar Station

- **Difficulty:** ★★★★
- **Alarms:** 2
- **Enemies:** 12 (7 Cultists, 2 Snipers, 1 **Heavy**, 2 Animals)
- **Rewards:** Kaumbat H-158 Sky Scarab Helicopter in shops, 400 Resistance Points (Whitetail Mountains)
- **Items of Note:** Region Map (PIN-K0 Radar Station Subregion)
- **Details:** Eden's Gate is using the abandoned military radar station to keep an eye on the forest and maintain air superiority in the area.

Due to the enemies' location (a **heavy** in the center and clusters of foes, plus a loose animal), stealth is extremely tricky here. Expect alarms to be raised unless you're highly proficient.

The main road leads to a security hut, near A, that has a locked armory (with RPGs). Pick the lock, or obtain the key from the upper interior level of the main tower E. Grab this, and the safe contents, if you're fighting **helicopters**.

The comms tower B offers good views and is useful for enemy-tagging with **binoculars**, but you can't snipe the alarm panels and enemies can easily spot you.

The interiors of C, D, and E are accessible. The interior of G is not. However, unless only a few enemies are left, moving to these **locations** tends to leave you exposed. First secure the main tower E, as there's more hiding places and easy escape possibilities above and below and via zip lines.

The **heavy** and the cultist with the loose animal, northeast of G, are both troublesome; make them your last targets during a stealth run.

Undetected/No Alarms: Begin at the foot of the main tower F, looking for two cultists in the concrete courtyard to the west. Take out both, dumping the bodies over the cliffs to the northeast so they aren't spotted by others. Enter the tower via the ground-level door on the west side, and work your way up the interior. Remove two or three more interior threats (including a possible sniper). One of your attempts, or a body left behind, may raise the enemy's suspicion; that's preferred as you can remain and hide, using the central part of the structure to move in and behind foes to throttle them. Do this when the **heavy** starts to climb inside. If no foes are suspicious, climb to the roof, removing foes on top of the two platform cylinders, G and G. Remain out of sight, letting the enemy come to you. Make the Judge Wolf your last foe. No need to kill the caged skunk unless an enemy lets it out. No alarms need to be reached.

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Jacob's Region: Cult Outposts

Whitetail Park Ranger Station

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 8 (5 Cultists, 1 Sniper, 1 **Heavy**, 1 Animal)
- **Rewards:** 400 Resistance Points (Whitetail Mountains)
- **Items of Note:** Region Map (Whitetail Park **Ranger Station** Subregion), Cheeseburger Bobblehead, Magazine (Flora: Mustard)
- **Details:** Eden's Gate has taken over the **ranger station** and is using it as a place to train and supply their soldiers.

There's an easy way to commandeer this location—from the upper ground to the west, between A and E—and a more difficult way—approaching from the north or east roads at D or E. Note the mortar; if reinforcements are called, expect to be bombarded!

Prevent this by removing the sniper and then hiding on the building rooftops. You can jump to and from the three buildings on the compound's western side. Note the north building (with the alarm) has a key to open the armory by the target range, to the south.

The drainage tunnels under D are a good place to hide in, assuming you've made questionable infiltration decisions previous to your current predicament. You can easily reach the north alarm using these pipes too.

The motor pool warehouse B is a great place to hide, attack, or otherwise remain while clearing this area. You aren't easily outflanked, you can use a ladder to climb to the roof, and there are numerous door and window exits. This is a better place than the long barn to the southeast, which is easily overrun if reinforcements arrive.

Need a diversion? Shoot the cage and release the animal at the target range C. Stay away from the ensuing carnage.

Undetected/No Alarms: By far the easiest infiltration is from the billboard sign on the outcrop above the station A. Drop the sniper on the motor pool warehouse roof, or zip-line to the roof and dispatch him using melee tactics. Then clear the foe at the target range, north of F, and a patrolling foe nearby; do this with melee strikes or, say, a bow. The biggest threat is the **heavy**; wait until he patrols near the warehouse B so you can step up and strangle him. Then clear stragglers, leaving the foe with the Judge Wolf until last; that way you can remove the cultist and dispatch the wolf once there's no way an alarm can be raised.

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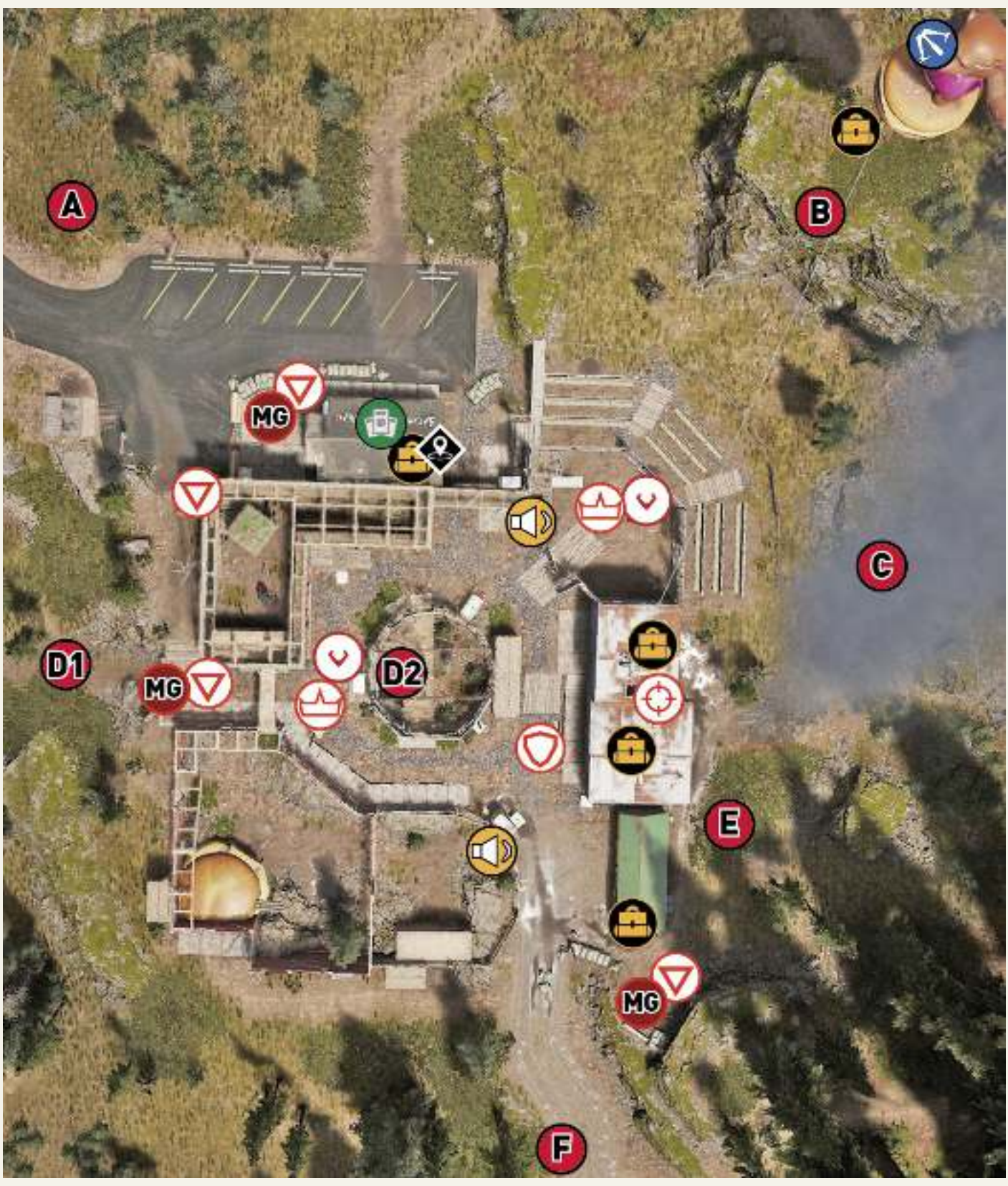
Jacob's Region: Cult Outposts

F.A.N.G. Center

- **Difficulty:** ★★★★★
- **Alarms:** 2
- **Enemies:** 11 (5 Cultists, 1 Sniper, 2 Cult VIPs, 1 **Heavy**, 2 Animals)
- **Rewards:** Essentials outfit in **customization** menu, 400 Resistance Points (Whitetail Mountains)
- **Items of Note:** Region Map (F.A.N.G. Center Subregion), Cougar Baseball Card
- **Details:** Eden's Gate has taken over the animal sanctuary and is using it to keep captured wolves before sending them off to **Elk Jaw Lodge**.



This is a compact location, where sneaking around can easily lead to a firefight, and improper planning almost always results in you being discovered. Watch for three mounted machine-gun nests that can really cause you problems if reinforcements arrive. But the VIPs and their wolves are the bigger issue.

The main road entrance A offers little cover, and the more troublesome enemies aren't easily seen when approaching from this angle, or from the west D1. There's limited **combat** potential when approaching via the southern dirt road F for similar reasons.

There's a drainage tunnel running from the eastern perimeter D1 to the central cage D2. This is a terrible place to hide, as you have obscured views, you're below ground level, easily outflanked, and in an enclosed space.

A much better place to spend your time is on, in, and around the corrugated structure along the eastern perimeter E, linking the stage to a green-roof storage shed. You have access to the roof, the interior, and some good hiding space and cover. Drop in from the zip line at the Cheeseburger statue too C.

Unless you're causing a distraction, climbing up the scaffold platform and maneuvering along the cage roofs above Cheeseburger's southwest cage is a recipe for disaster; you're spotted immediately.

Undetected/No Alarms: Begin by binocular-tagging all foes from the rock outcrop the Cheeseburger statue is bolted to B. From here, you can drop the sniper on the east building roof, as well as the VIP and his wolf in the northeast "stage" area. This is a difficult shot; if you can't guarantee a silenced headshot through the VIP's mask, leave them for the moment. Then zip-line down to the corrugated east building roof. Quickly remove the foe at the southeast mounted MG, near E, using your bow or silenced weapon. Watch for the VIP in the center of the compound; he usually spots this dead foe in a few seconds.

If this plan isn't working for you, start behind the rock outcrop in the eastern gully E. Shoot the sniper, then the VIP in the "stage" area along with his wolf. Next remove the southeast mounted-MG foe.

The priority target is the **heavy** (and any remaining VIPs). Skulk around the east building with the barracks, and tackle him from behind. Then hunt down the VIP and his wolf; take out the VIP first with a headshot or strangle him. This leaves the three or four usual foes who may be suspicious but shouldn't be alerted to your presence. This leads to a final search and takedown using stealth; stay around the roof of the east building to maintain your ghostlike visibility. If you need to deactivate both alarms, shoot them from this structure's roof.

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Jacob's Region: Cult Outposts

Elk Jaw Lodge

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 10 (4 Cultists, 1 Sniper, 1 Flamethrower, 2 VIPs, 2 Animals)
- **Rewards:** 400 Resistance Points (Whitetail Mountains)
- **Items of Note:** Region Map (Elk Jaw Lodge Subregion). Magazine (**Fishing**: Arctic Grayling)
- **Details:** Eden's Gate is using this park lodge to perform experiments that can change wolves into monstrosities called "Judges."

Two VIPs, a sniper, and a flamethrower foe are your biggest concerns when infiltrating this place and hoping for a silent victory. If it all goes horribly wrong, expect the mortar on the south (lake) side to be used.

Aside from the optimal, "undetected" path, you could approach from the woods to the northeast E. Silently shoot the lock to the wolf pens and strangle the first VIP. Grapple onto the lodge roof near the east alarm, drop through the open skylight, and crush the second VIP inside the lodge. Conduct a sweep of remaining foes, starting with the sniper and flamethrower.

The docks to the south G are also a good way to easily sneak in and neutralize guards and the flamethrower. Head into the lodge for the VIP, go up to remove the sniper, and then out to remove the remaining stragglers and VIP. In all cases, it's not worth killing the caged wolves.

However, you can shoot open either cage to cause havoc. Whether you intend to cause a ruckus or not, the lodge interior is the best place to hold out; there's plenty of cover, a skylight to grapple and escape up, and two floors with a mostly open interior.

Undetected/No Alarms: Approach from the main gate at either the rocks A or the woods B. Make a precise shot at the sniper on the west balcony, near E. Creep down to the machine-gun nest and strangle a guard, then into the lodge and crack a VIP neck. Head out and remove the cultist just south of E, near the flamethrower foe. Creep up to the flamethrower, but shoot the guard near the mortar first, then strangle the flamethrower. This just leaves the remaining cultist and VIP in the animal pens. Easy pickings.

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Jacob's Region: Prepper Stashes

Overview

Whitetail Mountains is hiding seven **Prepper** Stashes, tucked away off the beaten path. They are listed as they (roughly) appear from west to east (then south), in each of the subregions. Remember some **Prepper** Stashes grant you additional rewards (as well as cash and **perks**); these are noted in your journal and scattered within the location. Grab Stashes right now; you could do with as many **perks** as possible, as early as possible!

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Jacob's Region: Prepper Stashes

Prepper Stash: Mayday

- **Location:** Rattlesnake Trail Bridge (**PIN-K0 Radar Station** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** Eden's Gate shot down a plane trying to flee the region. He was transporting a family and all their worldly possessions when they crashed into the cliff.

INVESTIGATE the Plane Crash

North of Grand View Hotel, on Cedar Lake's northwestern shore, is a lengthy series of switchbacks and rock cliffs you can grapple up. There is a location pin halfway up, at the Rattlesnake Trail Bridge. Open a **Prepper**'s box and read the note here, then begin climbing up. Look for grapple points, blue rope, and swing points as you ascend, crossing broken bridges and dropping two enemies along the way.

FIND the Key to Open the Case

Climb to the cliff top and discover the plane crash site, along with three easily defeated enemies. Search for a small wooden crate just above the wrecked **aircraft**. It has Kyle's Key inside it. Use the key to open the long stash box and claim your prize.

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Jacob's Region: Prepper Stashes

Prepper Stash: Cliffhangar

- **Location:** Ozhigwan Falls (**PIN-K0 Radar Station** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** A couple members of Eden's Gate tried to take their belongings and leave the church but were chased down and driven off the road by the faithful.

TRACK Down Ted

Peer east over the road bridge spanning Ozhigwan Falls at a burning pickup truck. Head down there, and locate a **Prepper** box near Ian's corpse. Grapple up the cliff face (you must leap across the rocky waterfall), to the plateau rock the road bridge is sunk into. Ted's corpse is up here; grab Ted and Ian's Lockbox Key.

OPEN the Lockbox

Return to the pickup, either by leaping and using your wingsuit or parachute, or descend via a nearby trail. Use the key to open the lockbox in the back of the pickup, and claim the stash inside.

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Jacob's Region: Prepper Stashes

Prepper Stash: Hangar Pains

- **Location:** Lansdowne Airstrip (**F.A.N.G. Center** Subregion)
- **Rewards:** "Pack Hunter" (Plane), **Prepper**'s Treasure: $1,000, Perk Magazines (3), Cheeseburger Bobblehead, Magazine (Hares)
- **Details:** The door to the Lansdowne hangar won't open because the generator inside is broken.

FIND a Way into the Hangar

Once you've located the Lansdowne Hangar, open the **Prepper**'s Note at the corner of the hangar and read it; this and a note pinned to the locked door on the structure's east side give you enough hints to tell you to get on the roof. But there are no ladders. Time to get creative. You can:

- Fast-travel to this location, elect "Air Drop," and simply steer your parachute or wingsuit to land on the roof.
- Or, spawn a **heavy** vehicle, such as the Widowmaker, from the adjacent shop, drive it to the lower roof behind the hangar, get out, climb atop the truck, and leap to grab the roof.
- Or, climb the nearby radar mast, grapple to the top, and then jump and steer your wingsuit onto the roof.

OPEN the Door

Drop down the skylight by the dead pigeon, and find the switch on the east interior wall that opens the hangar door. You now have a new plane, a plane shop, a Cheeseburger Bobblehead, cash, three perk magazines, and a **hunting** magazine (Hares). Not a bad haul!

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Jacob's Region: Prepper Stashes

Prepper Stash: The Holdouts

- **Location:** Elliot Residence (**F.A.N.G. Center** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3), Vietnam Lighter
- **Details:** Eden's Gate has sent troops to remove Elliot and his family from his land.

INVESTIGATE the Elliot House

Read the **Prepper**'s Note by the dead cultist at the front of the house. The Elliot clan held fast against Eden's Gate, and the bloodshed is everywhere. Climb the rear porch roof, jump onto the side porch roof, and over the barbed wire, to the right of the smashed upstairs window. Then climb onto the main sloping roof, before dropping onto the front porch roof. Hop through the smashed left window, go down the interior stairs, and into the fortified kitchen to grab Elliot's Bunker Key Card.

FIND the Bunker

Cultists are coming! Dash back to the front porch roof, and defeat the foes approaching in the pickup. Mop up stragglers as you drop down, and head to the woodshed behind the main property. Enter the shed, shoot the lock, open the bunker hatch, descend, and use the key card on the door, allowing access into the bunker. Grab the Vietnam Lighter here.

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Jacob's Region: Prepper Stashes

Prepper Stash: Unwelcome Guest

- **Location:** Frank's Cabin (**Elk Jaw Lodge** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** Frank has gone to track down the creature that has been stealing supplies from his root cellar.

FIND Frank and His Key

Read the **Prepper**'s Note on the side of the locked cabin. Then follow the zip-line tree platforms back along a gully, where a ribbon of fresh blood indicates the key card holder may be in some distress. He's been mauled to death by a grizzly bear! Make sure you don't suffer the same fate. Approach from the rock islands rather than the gully, so you have better protection and height if you need it.

UNLOCK Frank's Cabin

With the bear slain, check the cave for Frank's corpse, and grab his Cabin Key Card. Then grapple to the tree platform. Zip-line across the other platforms, collecting equipment at each one. Drop down at the cabin, unlock the door, and gather your goodies.

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Jacob's Region: Prepper Stashes

Prepper Stash: Gone Squatchin

- **Location:** Dansky Cabin (**Elk Jaw Lodge** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3), Magazine (**Fishing**: Chinook Salmon), Vinyl Crate
- **Details:** Dicky Dansky has locked up his cabin and gone looking for the elusive Sasquatch.

FIND Dansky at the Lookout

Approach the cabin, listening for a bellowing in the distance and a human scream. Read the **Prepper** Note on the metal table by the locked door, above a vinyl crate (pick that up too). Then head north along the trail, working your way to "Lookout Point." Only a page from Dansky's journal is here, and the vista point is in disrepair. Read the note.

LOCATE Dansky and His Key

UNLOCK Dansky's Cabin

More inhuman bellowing! Look for the waypoint, then grapple up and jump along the treacherous rocks. Look for blue rope grabbing points to climb or reach and grapple hooks to ascend or swing across. The route is tough, so take your time, looking all around for **locations** to leap to. You'll eventually make two rope swings across and a final set of jumps to a ledge with a dead deer. Grapple the hook you couldn't reach from below, and descend to a cave alcove. You find Dansky's corpse. Grab his Cabin Key Card. Then head (roughly) south, parachuting back to the cabin. Unlock it and gather the stash and a **fishing** magazine.

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Jacob’s Region: Prepper Stashes

Prepper Stash: Salvage Rights

- **Location:** Salvage Camp (**Elk Jaw Lodge** Subregion)
- **Rewards:** **Prepper**’s Treasure: $1,000, Perk Magazines (3)
- **Details:** A salvage crew has brought up a lockbox from the wreckage of a crashed plane but have yet to find the key.

FIND the Key to Open the Lockbox

Locate the tent at the salvage camp. Read the **Prepper**’s Note on the metal box near the lockbox, close to the tail of the doomed plane. Swim out to the area where you can see the glowing underwater flares. Dive down; each of the flares marks a position where you can salvage some usual equipment. The plane’s fuselage and cockpit, perched near a steep underwater fissure, has the remains of the pilot and Fred Tanner’s Lockbox Key inside.

OPEN the Lockbox

Grab the key, swim back to the salvage camp shore, and open the lockbox.

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Faith's Region: Henbane River

Overview

- **REPUTATION POINTS:** 13,000
- **SPECIALISTS:** 3
- **MISSIONS:** 43*
- **CULT OUTPOSTS:** 8
- **CULT PROPERTIES:** 16
- **PREPPER STASHES:** 9*
- ***Prepper** Stashes are counted toward the mission total.

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Faith's Region: Henbane River

Introduction

Henbane River is arguably the largest of the three regions, with the largest number of primary **locations** to discover. Faith Seed uses the Bliss growing all over this region to ensure blind devotion to the Father. Those who resist are turned into Angels.

But there is hope: specifically, Hope County Jail, which is currently under siege. Elect to help Mayor Virgil Minkler, and his group known affectionately as "the Cougars," resist the cult. You'll start to increase the Resistance in these parts, and you run into your old friend Sheriff Whitehorse.

We have divided the guide map for Henbane River into eight subregions, based on the in-game region maps available at seven of the eight **cult outposts**, as well as the Deep North Water Treatment Plant just east of Dutch's Island (these are also noted in the Atlas). The subregion boundaries are arbitrary, and available **missions** are listed as they appear when you move through these subregions.

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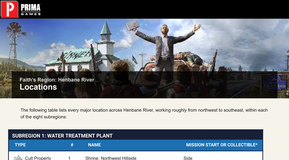

Faith's Region: Henbane River

Locations

The following table lists every major location across Henbane River, working roughly from northwest to southeast, within each of the eight subregions:

SUBREGION 1: WATER TREATMENT PLANT

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Property	1	Shrine: Northwest Hillside	Side
Cult Property	2	Shrine: North River	Side
Cult Property	3	Shrine: The Pillars of Eden	Side
Primary Location	1	Tanami Residence	Prepper Stash
Primary Location	2	Vasquez Residence	Comic Book (Vietnam)
Primary Location	3	Hollyhock Saloon	No
Primary Location	4	Can of Worms Fishing Store	Side
Primary Location	5	Deep North Water Treatment Plant	Story, Subregion Map
Primary Location	6	Misty River Gas	No
Primary Location	7	McCoy Cabin	Vietnam Lighter
Primary Location	8	Peaches Taxidermy	Story, Comic Book (Zombie)
Primary Location	9	Barlow Residence	No
Primary Location	10	McClean Residence	Vietnam Lighter
Primary Location	11	Eden's Gate Outreach Center	No
Primary Location	12	The Pillars of Eden	No

SUBREGION 2: DRUIDMAN MARINA

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	1	Druidman Marina	Cult Outpost, Story (2), Side, Subregion Map
Cult Property	4	Shrine: Raptor Peak Low Hills	Side
Cult Property	5	Shrine: Dire Wolf Basin	Side
Primary Location	13	Silver Lake Campgrounds	No
Primary Location	14	Silver Lake Summer Camp	Prepper Stash
Primary Location	15	Howling Cave	Prepper Stash
Primary Location	16	Taft Lookout Tower	Prepper Stash**, Fishing Magazine
Primary Location	17	Raptor Peak	No**
Primary Location	18	Camp Cougars	Comic Book (Mars)
Primary Location	19	Dire Wolf Basin	No
Primary Location	20	Sabre-Tooth Springs	No

SUBREGION 3: SACRED SKIES YOUTH CAMP

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	2	Eden's Convent	Cult Outpost, Side, Hunting Magazine
Cult Outpost	3	Sacred Skies Youth Camp	Cult Outpost, Side, Subregion Map, Plant Magazine
Cult Property	6	Shrine: Pilgrim Path (West)	Side
Cult Property	7	Shrine: Low Water Lake	Side
Cult Property	8	Shrine: Eden's Convent Bluffs	Side
Cult Property	9	Shrine: Throne of Mercy	Side
Primary Location	21	Joseph's Word	Story
Primary Location	22	Purpletop Antenna	No
Primary Location	23	Dead Man's Mill	Prepper Stash
Primary Location	24	Mastodon Geothermal Park	Story
Primary Location	25	Chan Residence	Comic Book (Vietnam)
Primary Location	26	Counselor's Cabin	Vietnam Lighter
Primary Location	27	Nature Cabin	No
Primary Location	28	Throne of Mercy Church	No
Primary Location	29	Administrator's Cabin	No
Primary Location	30	Bashaw Manor	Comic Book (Mars)

SUBREGION 4: KING'S HOT SPRINGS HOTEL

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	4	King's Hot Springs Hotel	Cult Outpost, Side, Subregion Map
Cult Property	10	Shrine: Rock Bluff Wilderness	Side
Primary Location	31	Moonflower Trailer Park	Story
Primary Location	32	Sinclair Residence	Fishing Magazine, Hunting Magazine
Primary Location	33	Horned Serpent Cave	Prepper Stash
Primary Location	34	Henbane River Station	No
Primary Location	35	Grimalkin Radon Mine	Side (2)
Primary Location	36	Lydia's Cave	No

SUBREGION 5: WHISTLING BEAVER BREWERY

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	5	Whistling Beaver Brewery	Cult Outpost, Subregion Map
Cult Property	11	Shrine: Faith's Rock	Side
Cult Property	12	Shrine: Eden's Altar	Side
Primary Location	37	The Misery	No
Primary Location	38	Faith's Gate	Story
Primary Location	39	Feeney Residence	Cheeseburger Bobblehead
Primary Location	40	Eden's Altar	No
Primary Location	41	Gethsemane Greenhouse	Side (Clutch Nixon), Plant Magazine

SUBREGION 6: LORNA'S TRUCK STOP

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	6	Lorna's Truck Stop	Cult Outpost, Side, Subregion Map
Cult Property	13	Shrine: Southwest Roadside	Side
Cult Property	14	Shrine: South River Bluff	Side
Primary Location	42	Henbane River Chalets	Hunting Magazine
Primary Location	43	Aubrey's Diner	Side
Primary Location	44	O'Hara's Haunted House	Prepper Stash, Comic Book (Zombie)
Primary Location	45	Ghost Cat Mine	No
Primary Location	46	The Last Best Resting Place	No
Primary Location	47	Jones Residence	Hunting Magazine
Primary Location	48	Nelson Residence	No
Primary Location	49	8-Bit Pizza Bar	Cheeseburger Bobblehead
Primary Location	50	Pepper Residence	Hunting Magazine
Primary Location	51	Hope County Jail	Story (8)

SUBREGION 7: NOLAN'S FLY SHOP

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	7	Nolan's Fly Shop	Cult Outpost, Side, Subregion Map
Cult Property	15	Shrine: Southeast Grassy Hillock	Side
Primary Location	52	Johnson Residence	Fishing Magazine
Primary Location	53	Bright Warden Radon Spa	Prepper Stash
Primary Location	54	Prosperity	Side (2)
Primary Location	55	Abercrombie Residence	Vietnam Lighter
Primary Location	56	McCullough's Garage	Prepper Stash

SUBREGION 8: JESSOP CONSERVATORY

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	8	Jessop Conservatory	Cult Outpost, Subregion Map
Cult Property	16	Shrine: Trail to Nowhere	Side
Primary Location	57	Harrison Lookout Tower	No
Primary Location	58	Seeley's Cabin	Hunting Magazine
Primary Location	59	Deer Tiger Mine	No
Primary Location	60	Puma Mine	No
Primary Location	61	Ancient Bison Tunnel	No

* "Mission Start" indicates whether to expect a Story, Side, Cult Outpost, or Prepper Stash Mission to begin at this location. Note that many of other locations are explored during missions or may have a random clue to a mission start. "Collectible" indicates whether an item a particular character wants you to collect is available here.

** Raptor Peak has the Prepper Stash, but Taft Lookout Tower has the clue to begin this mission.

Also note that some Secondary Locations (not shown on your in-game map, but tracked throughout this guide's Atlas) may hold a Collectible. Check the specific mission or Atlas for further information.

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Faith's Region: Henbane River

Missions

The following table showcases the accessible missions throughout Henbane River (you can look up Story or Side missions by location or by character). For the total available missions in this region, add the number of Story, Side, and Prepper Stash missions together.

Story And Side Missions: Henbane River

MISSIONS: INITIAL LIBERATION

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	Liberate Hope County Jail	Dutch, Virgil Minkler, Sheriff Earl Whitehorse	Hope County Jail

MISSIONS: SUBREGION 1: WATER TREATMENT PLANT

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	2	Clean Water Act	Virgil Minkler	Deep North Water Treatment Plant
Story	3	Here Kitty, Kitty	Miss Mable	Peaches Taxidermy
Side	4	Whiskey River	Sherri Woodhouse	Can of Worms Fishing Store

MISSIONS: SUBREGION 2: DRUBMAN MARINA

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	5	Friendly Skies	Adelaide Drubman	Drubman Marina
Story	6	Eco-Warriors	Xander Flynn	Drubman Marina
Side	7	Ragnar the Terrible	Resistance Fighter	Drubman Marina
Side	8	Godspeed	Clutch Nixon	Vista west of Drubman Marina

MISSIONS: SUBREGION 3: SACRED SKIES YOUTH CAMP

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	9	Doctor's Orders	Dr. Charles Lindsey	Mastodon Geothermal Park
Side	10	Broken Path	Resistance Fighter	Eden's Convent
Side	11	The Judge Cougar	Resistance Fighter	Sacred Skies Youth Camp

MISSIONS: SUBREGION 4: KING'S HOT SPRINGS HOTEL

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	12	Burn Baby Burn	Sharky Boshaw	Moonflower Trailer Park
Side	13	The Judge Bear	Resistance Fighter	King's Hot Springs Hotel
Side	14	Quiet on the Set	Guy Marvel	Grimalkin Radon Mine
Side	15	Blood Dragon 3	Guy Marvel	Grimalkin Radon Mine

MISSIONS: SUBREGION 5: WHISTLING BEAVER BREWERY

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	16	Old Glory Holes	Clutch Nixon	(Near to) Gethsemane Greenhouse

MISSIONS: SUBREGION 6: LORNA'S TRUCK STOP

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	17	Salvation	Sheriff Earl Whitehorse	Hope County Jail
Story	18	Serve and Protect	Sheriff Earl Whitehorse	Hope County Jail
Story	19	Sins of the Father	Virgil Minkler	Hope County Jail
Story	20	War on Drugs	Virgil Minkler	Hope County Jail
Story	21	False Prophet	Tracey Lader	Hope County Jail
Story	22	False Idols	Tracey Lader	Hope County Jail
Story	23	Clinical Study	Dr. Charles Lindsey	Hope County Jail
Side	24	Refuel	Resistance Fighter	Lorna's Truck Stop
Side	25	Fast	Aaron "Tweak" Kirby	Aubrey's Diner

MISSIONS: SUBREGION 7: NOLAN'S FLY SHOP

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	26	Our Better Angels	Resistance Fighter	Nolan's Fly Shop
Side	27	Furious	Aaron "Tweak" Kirby	Prosperity
Side	28	Descente Dans La Folie	Clutch Nixon	Prosperity

MISSIONS: SUBREGION 8: JESSOP CONSERVATORY

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
No missions start in this subregion.				

MISSION: FAITH SEED: BUILDING THE RESISTANCE

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	29	River Armed Convoy	Dutch	Henbane River
Story	30	A Leap of Faith	Faith Seed	Henbane River (Joseph's Word)
Story	31	The Bliss	Faith Seed	Henbane River (The Bliss)
Story	32	Ignorance Is Bliss	Faith Seed	Henbane River (The Bliss)
Story	33	The Lesson	Faith Seed	Henbane River (The Bliss)
Story	34	Paradise Lost	Faith Seed	Henbane River (The Bliss)
Story	35	Walk the Path	Faith Seed	Henbane River (Faith's Gate)

CULT OUTPOSTS: HENBANE RIVER

#	LOCATION
1	Drubman Marina
2	Eden's Convent
3	Sacred Skies Youth Camp
4	King's Hot Springs Hotel
5	Whistling Beaver Brewery
6	Lorna's Truck Stop
7	Nolan's Fly Shop
8	Jessop Conservatory

PREPPER STASHES

#	MISSION NAME	SUBREGION	ASSOCIATED LOCATION
1	Shipwreck	Water Treatment Plant	Tanami Residence
2	Pooper Scooper	Drubman Marina	Silver Lake Summer Camp
3	Animal Control	Drubman Marina	Howling Cave
4	Overwatch	Drubman Marina	Taft Lookout Tower
5	Dead Man's Treasure	Sacred Skies Youth Camp	Dead Man's Mill
6	The Angel's Grave	King's Hot Springs Hotel	Horned Serpent Cave
7	O'Hara's Haunted House	Lorna's Truck Stop	O'Hara's Haunted House
8	Side Effects	Nolan's Fly Shop	Bright Warden Radon Spa
9	Getaway	Nolan's Fly Shop	McCallough's Garage

*** Complete Henbane River Prepper Stash Mission #7: O'Hara's Haunted House. Though this mission appears in Henbane River, it is added to the Mission total for Holland Valley.

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Faith's Region: Henbane River

Story Mission: Liberate Hope County Jail

- **Prerequisites:** None
- **Rewards:** Medium Resistance (Henbane River)
- **Details:** Several Resistance members are holed up in the Hope County Jail. Go see how they are holding up against Eden's Gate.

MISSION Commencement

The largest number of **Resistance fighters** are defending Hope County Jail, in the region's southeastern area. Head there as a matter of urgency, approaching from the north, or , and removing a few cultists hiding behind mangled vehicle defenses in the parking lot north of the jail's main gate and wall . After reuniting with Sheriff Whitehorse, there's little time to lose; the enemies cannot be allowed to breach these defenses!

Check the guide map; it shows you the **locations** of major weapons stashes (including explosives) and three **locations** where you can grab an RPG. As there's general chaos and waves of foes to fight, there's only one real path to victory:.

DEFEND the Gate

Climb the ladder. Take a defensive posture along the wall, ideally picking up an RPG to use with a fast-firing weapon you usually use for headshots. Then pick off around five or six cultists below you, behind concrete barriers and the remains of **vehicles**. A pickup arrives with a driver and "sniper;" he's armed with an RPG and can really damage the gate if he fires. Drop him immediately; ideally destroy the pickup with projectiles or RPG fire before it parks. Otherwise, hit the explosive barrels near the parked pickup and neutralize!

They're at the west wall! When you hear this, sprint to the location and watch two pickups drive through the fence at and park at . Cultists climb out and scale the walls on the west perimeter. Stop this as early as possible; an RPG round into the pickup with the mounted machine gun removes the main threat; then a second can destroy the other truck before any foes disembark. If that can't be completed, continue dropping grenades from and shoot foes as they exit their **vehicles**.

Dash back to the parapet above the gate , and launch RPG fire at another pickup and more foes arriving via the road at . They are hammering the gate. Foes breach the walls at ; don't freak out. Remain on the wall, ignore the infantry foes, and fire an RPG at two pickups approaching from the north . One carries a sniper with an RPG who can destroy the wall in seconds. He is a priority target.

Then fire down at two or three foes dashing about the interior courtyard. Execute them quick with headshots or area-of-effect explosives.

It takes the sniper three or four RPG strikes to destroy the gate. If this happens, the rest of the battle is somewhat different.

HOLD the Gate

Remain on the wall if the gate is still intact, and listen for a yell about an incoming fuel truck. A pickup and the fuel truck drive up the road from the north . Shoot both with an RPG, neutralizing the fuel truck first. The mission then concludes. If the truck is allowed to ram into the gate, it can destroy the defenses and the gate falls.

THE GATE FALLS

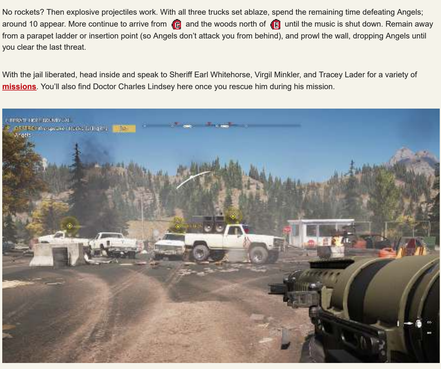
DESTROY the Speaker Trucks Luring the Angels (3)

ELIMINATE all Remaining Enemies

Was the gate breached by a sniper using an RPG or the fuel truck? Then three speaker trucks are summoned, blaring music to attract a horde of Angels! Destroy the trucks with RPG fire immediately!

No rockets? Then explosive projectiles work. With all three trucks set ablaze, spend the remaining time defeating Angels; around 10 appear. More continue to arrive from and the woods north of until the music is shut down. Remain away from a parapet ladder or insertion point (so Angels don't attack you from behind), and prowl the wall, dropping Angels until you clear the last threat.

With the jail liberated, head inside and speak to Sheriff Earl Whitehorse, Virgil Minkler, and Tracey Lader for a variety of **missions**. You'll also find Doctor Charles Lindsey here once you rescue him during his mission.



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Faith's Region: Henbane River

Story Mission: Clean Water Act

- **Prerequisites:** Liberate Hope County Jail
- **Rewards:** Medium Resistance (Henbane River)
- **Details:** Virgil wants to cripple the cult's Bliss production. Destroy all cult boats and trucks that are transporting bliss throughout the region.

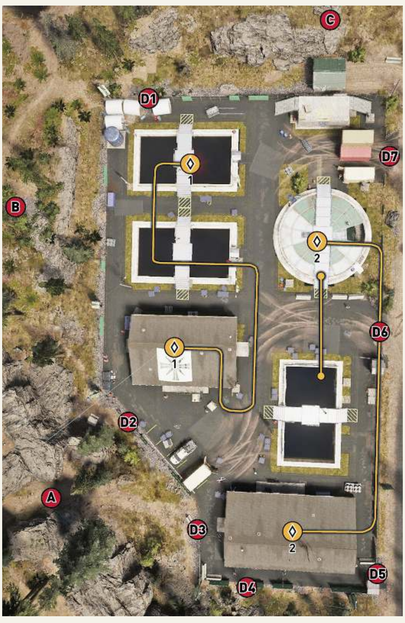
MISSION Commencement

This mission is accessible under two circumstances: (1) you finish **Story Mission: Sins of the Father** and return to speak to Virgil Minkler at Hope County Jail, or (2) when you liberate the jail and pass the Deep North Water Treatment Plant, you receive the mission over the radio.

REACH the Water Treatment Plant

FIND a Way to Get in the Pump Rooms

The water treatment plant is extremely well guarded; expect around 10 enemies and a VIP within the plant's rather porous perimeter.



Note the seven different gaps (-) you can enter the plant from; there are more if you're heading from the inside out, as you can use stacked crates to jump the fence. You could also zip-line from the southwest rocks to the roof of the pump room (**1**). After you destroy one of the pump rooms, expect at least two pickups with mounted weapons to arrive from the southeast road near , along with at least eight more foes. Finally, note the person-sized connecting underground pipes that run from the treatment ponds to their associated rooms; this is the only way to reach the pumps to destroy them.

Note that some narrow blue pipes with arrows on them indicate where you need to maneuver when navigating under the plant.

OPTIMAL Path

If you execute the following plan perfectly, you won't need to fight the reinforcements that automatically arrive. To do this, you require a remote detonated explosive. Bring one or more, then crouch and execute a stealth attack on the enemies. Enter via the gap in the fence at . Wait for the VIP to move to the nearby open container by the parked truck to your right. Then strangle him (as he otherwise takes multiple shots to bring down, thus raising the alarm). Then conduct a silenced-weapon takedown of all remaining 10 foes, moving around the inside of the southern perimeter from to , tagging foes in the vicinity. Then creep to the left of the pump room (**1**). Hide here as you drop foes in and around the two rectangular pools and the circular pool. Work from the outside in.

With the entire area quiet, pick pump switch (**2**) at the circular pool, press it, then enter the underground pipe below to the pump control room (also (**2**). **Set a remote explosive on the middle pump so the explosion destroys all three pumps (this is important!)**, but don't detonate the explosive yet.

Wade back along the underground pipe, climb out of the circular pool, and head to the rectangular pool (**1**). Shoot the barrel and debris blocking the underground pipe in the second pool, then follow the pipe to the pump room (also (**1**)).

Now detonate! The pumps in room (**2**) are destroyed. Now quickly place a charge on the central pump in pump room (**1**); destroy the three pumps here, and escape via the locked door, which is now accessible. Leave the same way you came in, just before the reinforcements arrive.

Remember! Don't detonate the explosive in the first room unless you want to fight reinforcements; this path negates that necessity!

OTHER Paths

The general path remains the same, though it doesn't matter which pump room you destroy first. You can remain in the room too; it offers the best defense as foes can only use the doors to enter. Just remember one room has two exits and the other has three; don't get outflanked!

There are other methods of infiltrating the plant yard: the zip line near ; the trail to the west that leads to the white pipe sections ; the outbuilding roof south of ; and even the road entrance at , if you're bringing an ally in a vehicle with a mounted weapon.

If you must fight the reinforcements, destroy the pump room (**2**) first, so you can quickly prep the road near with explosives, or ambush from the upper woodland to the east.

The roofs of either pump house make good height and cover **locations** for fighting enemies if stealth is unimportant.

After you destroy the machinery in both pump rooms, the mission concludes.

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Faith's Region: Henbane River

Story Mission: Here, Kitty, Kitty

- **Prerequisites:** None
- **Rewards:** Peaches (**Fangs for Hire**), Medium Resistance (Henbane River)
- **Details:** Miss Mable's pet kitty, Peaches, has wandered off to chase after cultists. Find Peaches and guide her back to Miss Mable.

MISSION Commencement

TAKE Peaches' Special Treats

Miss Mable

When you first visit Peaches Taxidermy, Miss Mable is waiting to order you to return her pet kitty, who's wandered off. Grab the bag of treats from the table outside the pen, access your Weapons Wheel, and select the bottom-middle projectile section, then cycle through to "Peaches' Treat" and select it.

REACH the Nearby Camp to Find Miss Mable's Kitty

ELIMINATE the Enemy

Simply find the corpse-strewn path, following the blood down the trail to an unmarked campsite where four cultists are located. Tag them with **binoculars** as you arrive. Remove them however you wish, although sneaking up on the ones in the bushes, then firing on the remaining two is a proficient way to secure the area.

EQUIP Peaches' Treats from the Weapon Wheel and Throw Them

LEAD Peaches Back Home with Her Treats

Now backtrack up the trail, and lob a treat back so Peaches doesn't get more than around 30 meters away from you (20 is ideal). Along the way, you'll encounter two wolves; shoot them or encourage Peaches to attack too. Remove the wolves even if they bolt away, as they usually return to ambush you.

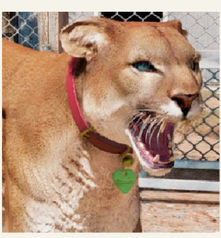
Farther up the trail, at the log bridge, are two snipers (bowmen). Track and quickly target each with a headshot or a melee neck crack, or let Peaches have a go at mauling one.

SECURE Miss Mable's Home with Peaches' Help

At the entrance to Peaches Taxidermy, around six to eight cult members arrive. Approach between their pickups, lobbing in meat while you tag all foes with **binoculars**. You can leave Peaches behind you, or use her powerful mauling capabilities—control her so she bounds toward one of the foes near the red cabin and causes a distraction. Meanwhile, you can hop the fence to the left, use the wood cabin as partial protection, and drop the remaining foes before advancing in and killing any stragglers.

LURE Peaches into Her Pen

TALK to Miss Mable



Peaches

Lob a treat at her pen's entrance. Step inside the pen and drop a last treat in there, and then speak to Miss Mable to conclude your wrangling. You receive a new furry friend.

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Faith's Region: Henbane River

Side Mission: Whiskey River

- **Prerequisites:** None
- **Rewards:** $800
- **Details:** Find the missing McHelen's Whiskey Casks submerged in the lake and bring them to Sherri. Remember, look for the red cross that marks the spot, and then follow the direction written near it.

MISSION Commencement (1)

Sherri Woodhouse

Locate Sherri Woodhouse minding her place of business at the Can of Worms **Fishing** Store, on Silver Lake's south shore, west of Dutch's Island. She's certain there's some well-aged whiskey casks placed underwater around Silver Lake.

MISSION Commencement (2)

Or, you can simply find one of the 15 Whiskey Casks at the **locations** detailed below and then talk to Sherri. The mission begins when you grab your first cask, or speak to Sherri.

Whiskey Casks Collected (15)

Whiskey Casks: Your **world** map (and the Atlas) now features a new icon. This appears when you're close to a Whiskey Cask at a specific location. There are no randomly located barrels. They are all in Silver Lake, either in Whitetail Mountains or Henbane River. The rest of this mission details where all of them are. Seek them out in any order you like. There is a two-stage process here: Each Whiskey Cask is always near a small red metal cross, usually on a rock outcrop. By the cross is a red letter indicating the compass direction to the barrel. Swim and peer into the water; locate a floating buoy marker (usually under the surface), and follow a rope to the cask.

You can purchase a map showing the location of all these items at a shop, though this is unnecessary with the guide in your hands!

Whiskey CaskS: Silver Lake

You will collect the 15 Whiskey Casks in a clockwise direction, starting at north and working your way around Silver Lake.

#1: NORTH—CULT DOCKS (WHITETAIL MOUNTAINS)

Find the small island with a cult dock and sentry tower, southeast of Old Sun Outfitters. The red cross shows “S,” obscured by a wasp nest.

The rope leads to a small rock fissure; the barrel is among the weeds in this fissure.

#2: NORTHEAST—TANAMI RESIDENCE (HENBANE RIVER)

Find the cross on the west shore across from the island, just northwest of the Whitetail Mountains Rail Bridge. The cross shows “W.”

The rope leads to a dredging carriage, partially attached to the moored dredging boat. Swim into this rusting carriage; the barrel is at the base of it, inside.

#3: EAST—TWO-TREE ISLAND (HENBANE RIVER)

The small promontory adjacent to Silver Lake Campgrounds, with two trees, has an outcrop with a cross showing “W.”

The barrel is at the end of the rope is among some grass, boulders, and leaking Bliss barrels.

#4: EAST—TINY CAMP ISLAND (HENBANE RIVER)

In the eastern part of Silver Lake, due west of **Drubman Marina**, is a small island with a dock and camp. The cross shows "W."

Follow the rope past a submerged canoe and log, to a boulder and barrel.

#5: SOUTHEAST—FISHING STORE ROCKS (HENBANE RIVER)

East of Can of Worms **Fishing** Store is an easy-to-find cross near a place of cult activity. The mark shows "N."

The rope stops short of the barrel, which is hidden in the weeds further north, near a boulder.

#6: SOUTHEAST—SUNKEN CARRIAGE (HENBANE RIVER)

Head west from the Can of Worms **Fishing** Store to the southern end of the Whitetail Mountains Rail Bridge. A cross here is marked “N.”

Swim to the second submerged freight carriage and head through the wider of the two gaps. Swim immediately left, down into a narrow gap to the barrel, and retrace your steps. Don’t go through the narrower opening or you could drown!

#7: SOUTH—BURNED ISLAND (HENBANE RIVER)

East of Joseph’s Region (cult compound) is an island promontory with a burned-out cabin. On the north shore is a cross marked “N.”

Follow the rope to a concrete drainage pipe, approaching it from the other end to access the barrel inside.

#8: SOUTH—ROAD BRIDGE (HENBANE RIVER)

Check the water to the west of the road bridge, on the southern perimeter of Joseph's Region. Drop down by the "Welcome to Henbane River" sign. The marker says "E."

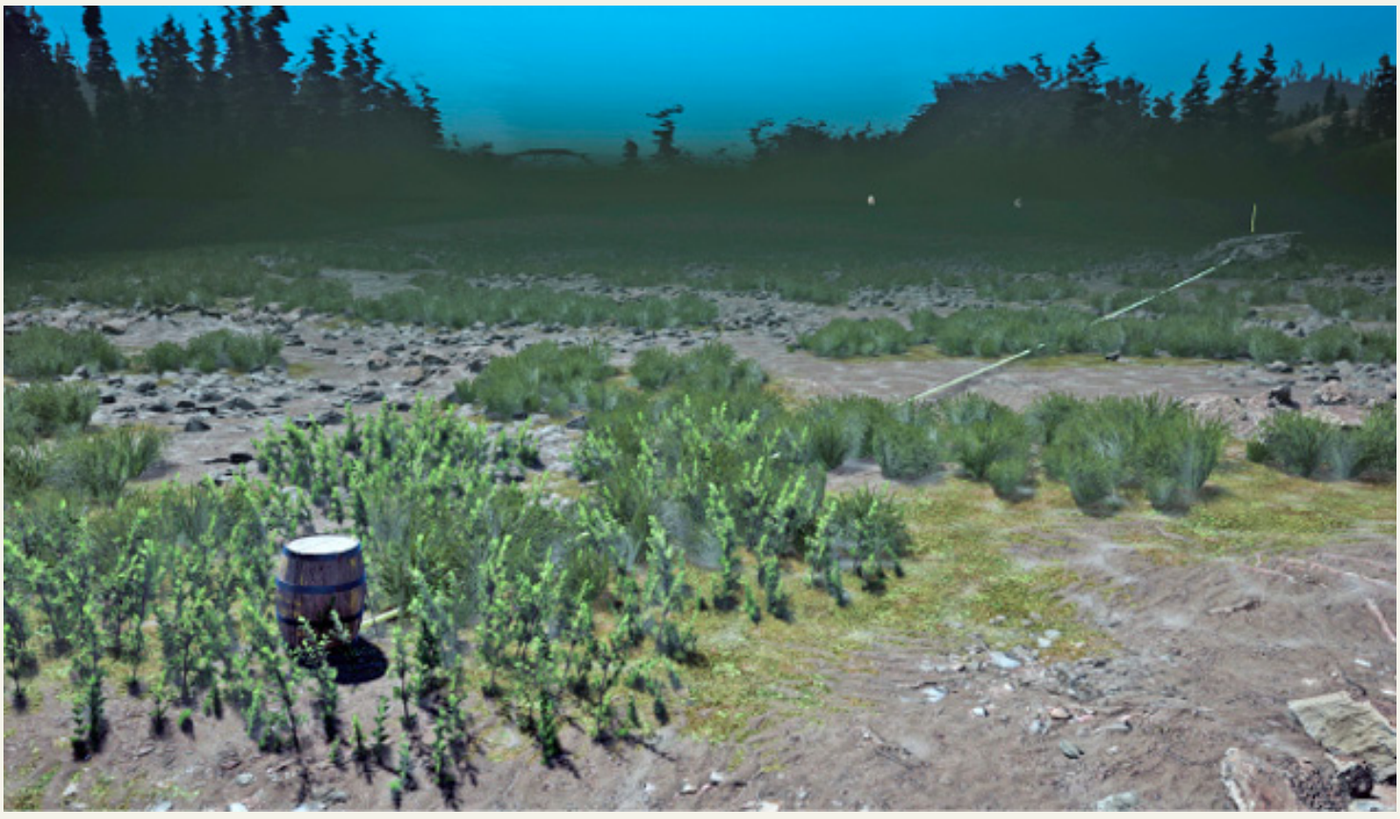
Enter the snaking metal tube and swim through the two metal gaps to the barrel at the deepest end, then retrace your steps.

#9: SOUTHWEST—ROAD BRIDGE (HENBANE RIVER)

South of Dutch's Island is the road bridge from Gardenview Orchards to the McClain Residence. Check the cross below the bridge, on the north side. It is marked "W".

Shoot the underwater cage so the door opens, allowing you to swim in and grab the barrel.

#10: SOUTHWEST—RIVER BANK (WHITETAIL MOUNTAINS)



Look for a rock with a cross marked “W” on the western grassy riverbank.

Swim out and follow the rope. The barrel is easily spotted in the weeds.

#11: SOUTHWEST—DUTCH’S TINY ISLAND (WHITETAIL MOUNTAINS)

North of the Forest Research Station is a tiny island with a cross on it, marked “S.”

Dive and follow the rope through the submerged logs to the barrel, among the pile of logs in the deeper water.

#12: WEST—BIG TREE LITTLE TREE ISLAND (WHITETAIL MOUNTAINS)

North of Dutch's Island is a tiny island with two differently sized trees and a cross marked "W."

After a deep dive, the barrel is among the ruins of a sunken cabin.

#13: WEST: CLAGETT BAY (WHITETAIL MOUNTAINS)

There's a tiny rock island among the others dotted around Clagett Bay. This one is marked with an "E."

Follow the rope to the remains of a destroyed helicopter; the barrel is inside the craft.

#14: NORTHWEST—ELK JAW INLET (WHITETAIL MOUNTAINS)

The smattering of rocks just northeast of **Elk Jaw Lodge** (cult outpost) has one rock with a cross on it, marked with “S.”

The barrel is actually atop the largest rock formation, above the water level. Watch for snakes!

#15: NORTHWEST—THREE FINGER ISLANDS (WHITETAIL MOUNTAINS)

Search for the three small, narrow islands at the mouth of the Moccasin River. The cross here has an “S” marked by it.

Dive into a rocky hole, with the barrel just under the lip of the hole.

RETURN the Whiskey Casks to Sherri

After you gather all 15 Whiskey Casks, head back to the Can of Worms **Fishing** Store. Let Sherri know she can break open the family spirits. She rewards you and the mission concludes.

Check the Atlas for more information about Whiskey Cask **locations**!

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Faith's Region: Henbane River

Story Mission: Friendly Skies

- **Prerequisites:** Liberate Drubman Marina
- **Rewards:** Adelaide Drubman (Guns for Hire), Medium Resistance (Henbane River)
- **Details:** Adelaide's treasured helicopter, *Tulip*, has been stolen. Find her chopper and eliminate the traitorous pilots she used to call friends.

MISSION Commencement

Adelaide Drubman

After you liberate the Drubman Marina (cult outpost), speak to the owner, Adelaide Drubman. You've three locations where her beloved helicopter may be. Start investigating them in any order you like, looking for a male pilot. They are listed here in order of proximity to the marina.

GO TO the Hunting Shack

KILL the Pilot

The hunting shack is actually the McCoy Cabin, where four foes are keeping a citizen tied up. A few moments after you arrive, a helicopter descends, with a female pilot (VIP), a bodyguard (heavy), and a regular foe inside.

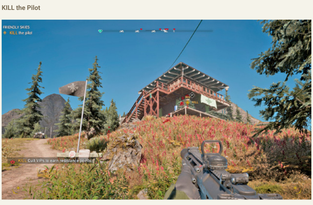
The chopper isn't *Tulip*, so quickly dispatch the VIP. There are two main plans to try:

- Approach from the road (to the west). Bail from your vehicle, and survey the area from the wooded rock edge on the location's west side. Tag the foes, but don't start firing at them until the chopper lands; that way you can lob an explosive projectile at the chopper and catch the main foes in the blast, before skirting the higher ground around the cabin and mowing down the rest of the enemies.
- Melee takedowns are recommended after the VIP enters the cabin. Remove the single enemies by the northwest outbuilding first. Then the foe near the southwest road entrance. Drag both bodies and hide them. Then enter the cabin and strangle the VIP and heavy while they are both looking away and inside the cabin. Mop up the remaining foes with ease, securing the cabin with no gunshots (from either side) being fired.

If you can remove the VIP pilot, you can flee without defeating the others. You can also steal the helicopter for a quicker route to the next location.

GO TO the Fire Tower

KILL the Pilot



The fire tower is actually the Taft Lookout Tower to the east, at the foot of Raptor Peak. Though you can head there in a helicopter, you're easily spotted. The enemies at this location have a mortar (as well as an active sniper and possible additional helicopter backup), easily shooting you out of the air. If you must use a chopper, land it to the east, farther up the mountain; then head down to attack using the height advantage.

A better plan is to approach from the west, driving a quad up the trail. Bail around 200 meters away from the tower. Tag the immediate area, as there may be cultists (and bison!) in the vicinity. Circumvent them; make any noise and you're spotted by the five foes at the fire tower, including a sniper and the female VIP pilot (who is your primary target). Though you can certainly lurk around the rocks below the lookout and shoot at foes, the clandestine approach works well here too.

Use the tower rocks to the west as cover. Sneak up to the structure's western corner, dropping one of the patrolling foes on the deck. Others may suspect foul play. Hide under the deck (southwest) or move around the bottom deck so no one sees you. When anyone investigates, shoot them until only the sniper and VIP remain. They are usually on the tower's upper deck. Shoot up through the deck to kill them both, using silenced weaponry, or grapple up and charge them.

GO TO the Lookout

LOCATE Adelaide's Chopper from the Lookout Point

Equidistant from the Grimalin Radon Mine (west), Lydia's Cave (north), and McCullough's Garage (south) is a grassy hillside lookout. Head here in a helicopter or vehicle. Step onto the lookout and utilize your binoculars to scan the immediate vicinity. The chopper appears, flying east, above the garage a second or two later. It then lands on an eastern hilltop Bliss field by a watchtower (where three foes are located). You can tag them from the lookout with your binoculars. After inspecting that field, the target flies across the valley to the south field, landing by a lookout tower near three more foes. Tag the ground foes from the vantage point too. Do this before the chopper lands at the first field.

TAKE CONTROL of Adelaide's Chopper

KILL Tulip's Thieving Pilot

Though you may be tempted to charge the first field, the chopper lands to the east. Ignore that, and use the zip line from the lookout. Zip down to the ground, grapple the cliff, and climb up to the southern field. Make quick and silent work of strangling the two guards and Angel in the area. Then wait. If you're quick, the VIP lands Tulip without seeing you and gets out. Gun them down (or strangle them) with ease. This is by far the most proficient method of obtaining Adelaide's beloved vehicle.

PROTECT Adelaide's Chopper

KILL the Remaining Pilot(s)

If you ignored the McCoy Cabin or Taft Lookout Tower, you may have one or both locations to visit on your return trip, as you must take down the female VIPs at these locations. However, you're in a gunship now, so the plan is slightly more straightforward. Fly to each location, rake the area with gunfire, and take out the VIP easily. This involves strafing an incoming chopper at the McCoy Cabin and optionally raking the area to remove all the ground foes (watch for the citizen in the cabin though!). However, at the Taft Lookout Tower, there's a sniper (with an RPG) and a mortar to worry about; it's better to land *Tulip* away from the action and perform the previously described takedown here; unless you can take quick, evasive maneuvers, aim at foes using the mortar and take out the sniper and VIP.

You can also try destroying any cult vehicles, outposts, and other enemies you see as you fly back to the Drubman Marina. However, Adelaide needs the vehicle back in one piece, so ignore any unnecessary combat (especially without the Auto-Repair perk).

SECURE the Marina

RETURN Tulip to the Marina

The cult hasn't quite left the Drubman Marina alone. Drop down to tree level and follow the road toward the marina. Let rip at the ground foes milling about the area, backing up Resistance fighters as they repel this attack. Short bursts of Tulip's machine guns can easily remove threats; blast their trucks so they explode too. This helps remove enemies hiding. Land after you complete the "secure" objective. Adelaide is overjoyed. She's now available as a pilot and gun for hire as the mission concludes.

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Faith's Region: Henbane River

Story Mission: Eco-Warriors

- **Prerequisites:** Liberate **Drubman Marina**, complete **Story Mission: Friendly Skies**
- **Rewards:** Tulip (Helicopter), Medium Resistance (Henbane River)
- **Details:** Xander has spotted boats delivering Bliss containers down the Henbane River. Find their destination and destroy all the Bliss containers there.

MISSION Commencement

REACH the Gas Station

Xander Flynn

Adelaide Drubman's Californian boy toy Xander Flynn is practicing yoga inside the main warehouse in **Drubman Marina**. He's, like, totally pissed that the cultists are, like, dumping Bliss into the environment and stuff. He's uncovered a laptop at a nearby gas station with information about where Bliss is being stored.

HACK the Laptop

WAIT for the Hacking to Finish (01:30)

Take either a road vehicle or a boat from the marina. Stop about 80 meters away from Misty River Gas, so you have adequate distance to tag enemies with your **binoculars**. Your plan is to reach the laptop, hack into it, and then wait for the hack to finish (which usually takes around a minute and a half).

OPTIMAL Path

Scan the area as you approach from the woods to the north A, assuming you don't want to engage the enemy in a straight-up firefight from the road. Tag the nine or so foes, including the one on the garage roof at B. Start to silently remove the closest threats. Use the garage and shop as cover and optionally bring enemies down with strangulation. Climb to the garage roof to remove the foe up here, using either the ladder in the shop or on the north exterior wall. You can shoot him from the ground, too, when he moves. With enemies in the forecourt contained, hack the laptop ( ).

Then spend the next minute and a half remaining inside the garage or on the roof, plugging away at reinforcements arriving via truck or across the road from the south hills. Focus first on the mounted guns in the back of pickups. Check the laptop; foes will attempt to reach it and stop the hack. Retreat after you complete the hack.

OTHER Paths

- Using a vehicle to ram foes from the road to the east works but is not particularly strategic.
- The garage roof B is a better place to hole up than the roof above the pumps D, as the former has items and a machine gun to utilize. You can then zip-line west, to the helicopter landing location once the objective updates. Just make sure you trap the ladders with proximity explosives or check them for enemies heading up to outflank you.
- Mooching about the mechanic's outbuilding C is reasonable and allows easy aiming at anything explosive (e.g., the propane tank, the pumps, two explosive barrels, and the equipment stashes). The low roof offers reasonable protection and elevation too.
- You can actually sneak to the laptop, hack it, and then sit as it downloads, without killing anyone until the last few seconds. However, the enemy attacks en masse when you utilize the helicopter next, so it's not a great plan.

Summon Adelaide and request she lands her chopper (*Tulip*) just west of the gas station. Or, summon your own at the Helicopter Shop at the same location. Fly south down Henbane River. You learn that destroying enemy boats and trucks is both entertaining and easy, unless your chopper has no weaponry. Then pilot the chopper to the location of a boat convoy, landing away from the pair of water craft. Move to a small jetty midway between the Jones and Pepper Residences on the river's south side, just west of Hope County Jail.

FOLLOW the Boat Convoy

The boat is carrying a container of Bliss. Follow the boat convoy west, until both enemy vessels dock just after a road bridge. Moor your boat close by, but not close enough to be spotted.

REACH the Stash of Bliss Containers

DESTROY the Bliss Containers (20)

Just north of the mooring point is an abandoned mine works. Ghost Cat Mine has around 10 foes and an enemy dog; two of the enemies are snipers (armed with RPGs) on the mine workings tower and a **heavy**. Then there are four foes disembarking at the boat (which you can neutralize early, though this risks the entire **combat** zone becoming hostile, as your actions are spotted). In addition, expect at least one pickup truck and possible foes who can call reinforcements. Make them priority targets if they appear.

Bliss containers are everywhere (and marked on the guide map). Note the large number of them inside the east warehouse, with the rest scattered about the entire mine works. Destroy Bliss containers with explosives or high-capacity gunfire. Single shots from weaponry won't do the trick, but multiple rounds will.

If you require more ammunition, especially explosives, check the refuse container, the mine tower area, and the dirt road east of the warehouse, as indicated on the map: There's ammo here for the taking.

OPTIMAL Path A

Follow the enemies from the boat dock up the trail. They cross into the mine grounds but you should peel off as you cross the dirt road heading south . Take up a surveying position atop the rock bluff on the western side of the **combat** zone . Scan the entirety of the zone to tag all foes (use a bow with insanely precise aim). From here, you can start (quietly) removing enemies, including the sniper atop the mine tower with the RPG. You have excellent views and can whittle down foes without them figuring out your exact location.

Simply stay up here, softening the **heavy** with lobbed grenades (or sneak down and strangle him). When additional foes arrive in a pickup from the road , tag them and locate any who can call reinforcements: Make them a priority target, and continue to remove foes. Then destroy all 20 containers at your leisure, when no more enemies appear.

OPTIMAL Path B

If you moored your boat or helicopter farther to the west (so you weren't seen by the cult), take a route through the trees to the dirt road , watching for a foe at the mounted machine-gun nest. Creep to the rocks north of the warehouse , then either climb onto the warehouse roof on its north side or use the corner of the warehouse as cover . Clear enemies silently as you go. You can strangle about half of the foes using this route.

Sweep the rail yard , which is a great place to hide, both behind and inside the open rusting carriages. With only two or three foes left, you can place explosives on the warehouse Bliss containers, sneak around to the railyard, and detonate. Then begin destroying containers, while constantly checking for reinforcements.

OTHER Paths

While up on the rock outcrop at A3 or after quietly crossing the road from B1, continue with the takedowns, moving to the concrete tube A1. Hide here and remove enemies in close proximity without blowing your cover. From here, you can enter the rickety mine structure at A4, then climb to the tower's top A5, defeating your last remaining foes. When all is quiet, start destroying the containers.

Another option is to sneak in from the north road B1, then onto the rickety mine building. Climb to the sniper's nest at the top A5, and bombard the enemies and Bliss containers. You have height, but you're easily seen, so use the platform atop the mine tower as cover and the zip line to the warehouse roof as an escape route.

With an ally, feel free to approach and clear the enemies using both optimal paths.

Instead of focusing on the enemy, you can start demolishing Bliss containers. Flee the mine works after you destroy all 20 containers. This is trickier with foes to worry about too.

You can use an enemy reinforcement vehicle to smash into the Bliss containers. If you can't find one, break off from the fighting and head to **Lorna's Truck Stop** (cult outpost) to the north. Steal a truck, then return and ram all 20 of the Bliss containers. This is a good way to crush the **heavy** foe too. It's also an easy way to die if the sniper shoots you with his RPG or if you run into an explosive barrel.

With the toxic freedom clouds spotted by Xander, once you destroy all 20 Bliss containers, regardless of enemy presence, the mission concludes.

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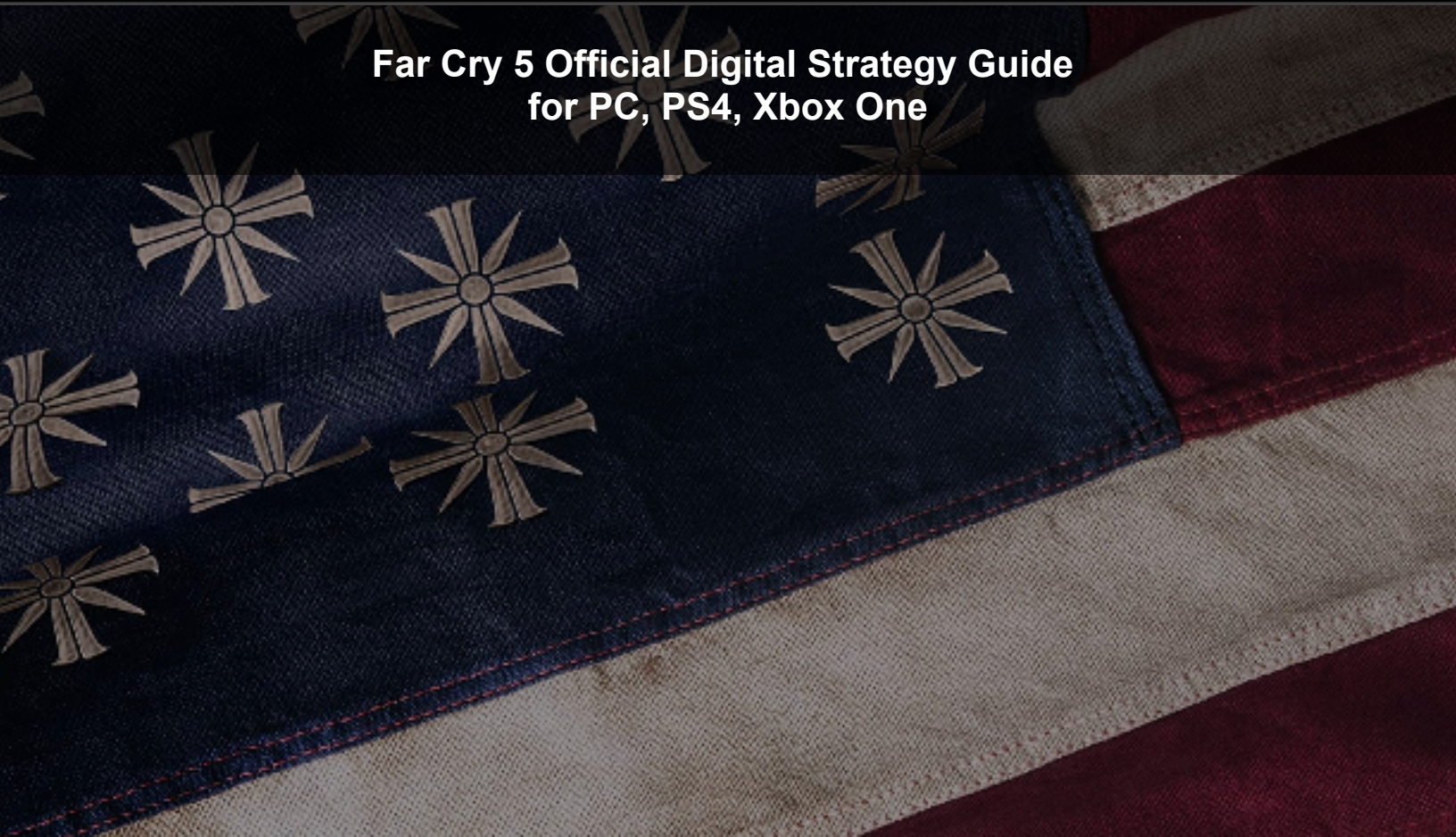
PRIMA GAMES

Far Cry 5 Official Digital Strategy Guide for PC, PS4, Xbox One



Faith's Region: Henbane River

Side Mission: Stunt Activity: Godspeed

- **Prerequisites:** Wingsuit
- **Rewards:** Overdrive (Outfit), $800
- **Details:** Fly down the mountain in a wingsuit to pay tribute to Clutch.

MISSION Commencement

Check out the overlook by the main road bridge, on the cusp of Whitetail Mountains, north of **Drubman Marina**. There's a shine to the Clutchster here.

RACE through the Checkpoints

The plan? Stand on a mountain (A), drop off, and use your wingsuit to glide down the mountainside. Turn sharply right (north) and follow the river back to the road bridge (B). Maneuver through as many smoke circle checkpoints ((1) - (11)) as possible, in the order detailed on the guide map. You start with 45 seconds and receive +5 seconds for each circle you pass through. Did you hit the ground or run out of time? Then you fail.

Be proficient in wingsuit maneuvers: Make very slight corrective moves in the direction you wish to travel, using both your control sticks. It takes about half a second for a change in direction to register, so looking ahead at turns and narrowing rock walls becomes vital. Be sure you only make slight adjustments, as violent or **heavy** maneuvers tend to knock you way off course. It's also fine to just scrape the edge of a checkpoint and the time bonus still count. Try finishing this with 13 seconds left on the clock, if you want to brag.

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Faith's Region: Henbane River

Story Mission: Doctor's Orders

- **Prerequisites:** Liberate Mastodon Geothermal Park
- **Rewards:** Medium Resistance (Henbane River)
- **Details:** Dr. Charles Lindsey is working on a bait formula to draw the Angels.

MISSION Commencement

Doctor Charles Lindsey

While visiting the Mastodon Geothermal Park, you must rid the area of cultists, just as you would normally while liberating the residences of this region. Be aware of a VIP and a flamethrower; the latter is on the platform near the two mammoths near the VIP (who is speaking over the loudspeakers), and he can really roast the area.

Remove both the VIP and flamethrower with strangulation tactics, or coax them toward the mammoths and away from where Dr. Charles Lindsey is standing. With the six or so foes defeated, speak to the doctor.

GET the Doctor's Bag SECURE the Area

The bag is easy to grab—just swim out so you're directly above the bag's location, and dive down to get it. Swim back to the central island with the mammoths. A cult helicopter is strafing the water. Quickly aim up and slay the pilot, then deal with two marauding Angels and two quad-riding foes. Keep moving and firing, and you should easily secure the area.

GET 1 Black Bear Skin (1)

GET 2 Deer Skins (2)

Return to the doctor, who's grateful for the return of his bag. He's part of the **Resistance fighters** with a base to the south of here, at Hope County Jail. He's heading back there, and leaving you to finish collecting ingredients for his bait.

Time to hunt: Bring up your **world** map and locate an area of wilderness where black bears, white-tailed deer, or pronghorn deer are active. One example location is the hills just west of Hope County Jail (black bear and white-tailed deer). Another is the railroad banks south of Baron Lumber Mill in Whitetail Mountains (pronghorn). Sometimes, as the previous picture indicates, you find both animals at the same spot!

Remember you can craft specific bait and increase the chances of spotting a specific animal. Consult the **Training** section on **hunting** for more information.

REACH Dr. Charles Lindsey's Lab

TALK to Dr. Charles Lindsey

Loot each animal, and when you have the three necessary skins, head to the Hope County Jail. If you haven't been here yet and met Sheriff Earl Whitehorse, Virgil Minkler, or Tracey Lader, the place is under attack and must be liberated with your help. Tactical advice for helping the resistance is in the Sheriff's **Missions** section of this guide.

With the cult attack negated, head into the jail and seek out the Doctor's Office (it's literally named this, with a flag above the door). Speak to Lindsey, who's grateful you gathered the ingredients. Now he needs time to concoct the special bait. The mission concludes.

Be sure to return to Hope County Jail and commence the last of the Doctor's **missions**: **Story Mission: Clinical Study**.

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Faith’s Region: Henbane River

Side Mission: Broken Path

- **Prerequisites:** Liberate **Eden’s Convent** (Cult Outpost)
- **Rewards:** $800
- **Details:** Help the Resistance defend against a cult counterattack.

MISSION Commencement

REACH the Front of the Convent

Resistance Member

When **Eden’s Convent** (cult outpost) falls back into the hands of the citizens, talk to one of the Resistance members, who has an urgent mission for you: A Peggie force is on its way to return this location to the cult. Before talking to the Resistance member, it’s worth being completely familiar with the compound’s layout and gathering the abundant equipment supplies on tables.

Prepare Your Defenses (00:25)

DEFEND the North, West, South Sides

Quickly head to the front of the compound, and spend the next 25 seconds preparing the area for an enemy onslaught. As you are defending this location rather than attacking it, your tactics are somewhat different. Make the following plans as this mission plays out:

- Study the plans you used when infiltrating this outpost, including the areas of the roof you climbed onto; this way you can quickly scramble on top of buildings (giving you elevation and speed to access areas of the compound) and maneuver through them.
- Look at the dirt roads and paths; these are where the majority of the enemies appear from. Prep these high-traffic areas by placing proximity explosives there.
- Check the zip lines; unlike your outpost attack, where these were utilized, these may be used by the enemy: Drop a proximity explosive at the lower post to dissuade this.
- The enemy attacks on foot from the north and west sides, so ensure these areas are prepped. You have fellow Resistance members to help you as well. Consider an ally for the battle, and don’t feel too bad if any friendlies fall in battle; save them if this doesn’t put you in danger. Usually, it’s worth covering them from a vantage point.
- You can defend from the ground level and from the main church structure. This isn’t wise, as you have limited visibility to see incoming foes. Instead, use the top of the pergola and the church roof, using the roof apex and pergola fencing as cover.

- There are three mounted **machine guns** (north, west, and south). This is the center of the action, but don’t feel obliged to utilize the gun unless you’re low on ammo. The **machine guns** cut through foes like butter, but watch for snipers (and their RPGs) or foes outflanking to slay you from the sides. The MG’s biggest issue is only being able to pivot. Use it intermittently, and usually when an ally is covering you.
- Tagging foes with your **binoculars** is helpful, but the number of enemies makes this battle more frantic; use your compass to discern enemy movement more quickly.
- There are explosive barrels scattered around, particularly on the north side. Use them first. Don’t drop proximity explosives and blow up a barrel with them; this just wastes the explosive properties of the barrel. Instead, shoot the barrel to damage nearby foes, then follow up with another explosive, as the situation calls for it.
- Cultists (even Angels) can climb onto the roof anywhere you’ve managed to scramble up from, so don’t become transfixed on firing at a foe dug in at range; instead keep sweeping the entire horizon and check your flanks.

There are around 12 cultists from the north; they are usually soldiers and angels. When the cultists attack from the west, expect a similar number, augmented by a few snipers who fire RPGs that can seriously damage you and your crew. Make them priority targets; snipe them rather than running up to the rock outcrops to engage them. Use the apex of the main church roof as cover when removing them from the southwest rocks.

The last direction the enemies attack from is to the south, though they appear in three attack **helicopters**. A light machine gun, sniper rifle, or even an RPG (fired as the chopper hovers) can easily remove the pilots. With all three choppers destroyed, the mission concludes.

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Faith's Region: Henbane River

Side Mission: The Judge Cougar

- **Prerequisites:** Liberate **Sacred Skies Youth Camp** (Cult Outpost)
- **Rewards:** $800
- **Details:** The cult's failed experiment is on the loose. Find the Bliss-soaked cougar and kill it.

MISSION Commencement

Resistance Member

Once you defeat the Peggies at the **Sacred Skies Youth Camp** (cult outpost), locate the Resistance fighter by the main lodge, and speak to them about a **hunting** job; a fearsome and Bliss-filled cougar is on the loose!

REACH the Judge Cougar location

The cougar is prowling the rocky slopes almost due south of Sacred Skies Lake, close to Dead Man's River. Take a quad from Ghost Cat Mine, and drive it south into the woods until you reach a series of mist-filled rock outcrops up a grassland valley.

KILL the Judge Cougar

The cougar is hidden inside the Bliss mist. Circle around and attack it from above, using rapid-fire weaponry (a light machine gun is a good choice), circle-strafing, jumping, and dodging. Use the rock outcrop as cover and to leap from. Continue to hit it until it disappears, and a random animal (usually a wolf) blinks into existence. Kill that, skin it, and check the rock for ammo and weapons; then trek up to the next rock outcrop and repeat the plan. Shoot the cougar until it disappears and two turkeys appear. Check the outcrop for items, head to the third rock, and lay waste to six imaginary bison before executing the final round of rapid gunfire to bring the beast down. Skin it once the mission concludes.

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Faith's Region: Henbane River

Story Mission: Burn, Baby, Burn!

- **Prerequisites:** None
- **Rewards:** Sharky Boshaw (**Guns for Hire**), Medium Resistance (Henbane River)
- **Details:** Sharky is a fugitive pyromaniac who loves burning Angels. Join him in the mayhem as he cranks the tunes and blasts some Angels.

MISSION Commencement

Charlemange "Sharky" Victor Boshaw

After receiving a radio message on your **world** map, head to the Moonflower Trailer Park (east of Sacred Skies Lake) and meet up with pyromaniac nutcase Sharky Boshaw. As soon as you speak to him, he lets you know of some incoming enemies that need destroying. He's got a flamethrower. What about you?

Stock up on a supply of ammo and projectiles, as this entire mission is a massive, carnage-filled defense of the trailer park from Angels and cultist reinforcements. Before talking to Sharky, inspect the park for exits. Also look for ammunition you can grab. Bring a few good explosives and the necessary weaponry to carve out targets in high numbers. For even more competence, bring the upgraded Angel Bait, which causes Angels to veer off and swarm the bait, making them easy to defeat with a single grenade or other armament. Acquire the bait after finishing Charles Lindsey's **missions**.

KILL All the Angels You Can

STOP the Music

SECURE the Area

Sharky is positioned atop a trailer roof to the southeast, near one of four loudspeakers (1) he's about to switch on to summon a horde of Angels. Note the large equipment stashes scattered about the park; head there if you're low on ammo during the battle.

Enemies swarm in from two main directions: the road to the west and the hillside to the northeast , though you may see other enemies scurry in from gaps all around the perimeter. After a wave of about eight to ten Angels from the west, then the northeast, expect cult reinforcements; two pickups careen in from the west , with enemies heading directly to Sharky, you, and any other possible ally. Sharky fights back with a flamethrower; watch the fire doesn't spread to you!

OPTIMAL Path

Once the music starts, quickly tag the Angels (with **binoculars**) as they race toward the west perimeter . Lob in a grenade (or better yet, bait and then a grenade), or simply take headshots from the relative safety of the metal roof walkway along the park's south side. Hammer the Angels; headshots are a priority. Check on Sharky, but only step in to help if he's being swarmed; otherwise take care of foes near you, then those near Sharky, then any stragglers.

After this wave is done, move along the trailer platforms passing Sharky, and stand on the roof platforms directly east of the bus. Mow down Angels heading down from the northeast . Remember Angels can climb ladders and melee-strike you, but not if you're waiting to greet them with headshots.

Sharky's pedals give out, and the music blaring from the loudspeakers fails to stop. This means you must use the lever to manually shut down each loudspeaker. Head to them in the order shown on the guide map; shut the one right next to Sharky, then sprint to the open porch under loudspeaker (2) and deactivate that. Listen to Sharky; he lets you know when Peggies are appearing. Sprint over to the tower adjacent to the west entrance and climb the ladder to reach the switch for loudspeaker (3). Then drop down, hug the outside of the perimeter fence, and head clockwise to loudspeaker (4), which has fallen over.

Get the loudspeakers switched off as quickly as possible, as Angels and pickups keep coming if you don't. Stay on the south trailer roof platforms until the pickups arrive; then kill any mounted gunners and blow up the trucks from range as you dash around the north perimeter, using trailers as cover.

Finally, secure the area by checking for stragglers and defeating them. Move to back up Sharky; there's ample cover and low roofs or platforms to climb up, so you can tackle foes from the park's south area.

OTHER Paths

Shoot all the explosive barrels close to any loudspeakers before the objective to turn the music off becomes active; that way no Peggie can fire on them and kill you in the explosion.

The nested mounted machine gun points directly at the west entrance. It's useful for destroying the pickups that arrive but little else; better to lob in projectiles or an explosive charge and blast the pickups from cover.

The school bus has ammo and cover, but you're easily outflanked, and shot at when the Peggie pickup brigade arrives. Stay here only if you have an ally to help.

You can prep entrances, including ladders around the park's southern side, with proximity explosives, which hinders enemies from climbing up to outflank you. But it's usually easier to just keep your head on a swivel and gun anyone down that isn't Sharky.

Sharky's totally stoked you helped during the disco inferno—so much so that he's here to help. He is added to your roster as a gun for hire if you need extra firepower…with the emphasis on "fire."

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Faith's Region: Henbane River

Side Mission: The Judge Bear

- **Prerequisites:** Liberate **King's Hot Springs Hotel** (Cult Outpost)
- **Rewards:** $800
- **Details:** The cult's failed experiment is on the loose. Find the Bliss-soaked bear and kill it.

MISSION Commencement

Resistance Member

With only the ghost at the **King's Hot Springs Hotel** (cult outpost) remaining, speak to one of the Resistance members inside the building. They have a slightly unnerving hunt for you to complete; a rabid, and Bliss-filled bear is prowling the hills to the southeast.

FIND the Judge Bear Location

The bear is making itself at home inside Lydia's Cave, a marked location southeast of your current position. Use a quad and a spot of hiking to reach the cave, which is easily missed on the mountain side. Enter, passing the Bliss barrels at the entrance.

KILL the Judge Bear

The bear is as tough as a grizzly, so a light machine gun is a good weapon of choice here. Pass the equipment and corpse, venturing down into the cave, which soon ends. Don't stray too deeply as you can get trapped. Circle-strafe until four bears appear in a puff of Bliss smoke; slay them, and attack a fifth one with glowing red eyes. The previous four are illusions.

The Judge bear disappears after you wound it, then reappears to attack from the top of the cave before disappearing and leaving an animal in its place (usually a wolverine). After finishing the other animal, expect four doppelgangers to appear, just like the first confrontation. Shoot the bear with the glowing red eyes. It disappears yet again, and the attack pattern continues (it reappears atop the cave, summoning an animal after you wound it). Continue whittling down its health until one of you dies. Make sure it's not you. Feel free to retreat outside the cave to catch your breath and heal. Defeat the bear to complete the mission.

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Faith's Region: Henbane River

Side Mission: Quiet on the Set

- **Prerequisites:** None
- **Rewards:** Omega (Clothing), $800
- **Details:** The auteur director, Guy Marvel, is making his epic Blood Dragon 3, but filming has stalled because of the noise. Help Guy and kill the noise around the set.

MISSION Commencement

TALK to the 1st A.D.

Guy Marvel

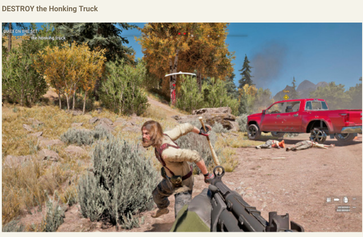
Dean the Sound Guy

In the Bliss-filled hills southeast of the Moonflower Trailer Park, movie magic is happening over at the Grimalkin Radon Mine. At least it will be once the incessant noise that's plaguing production of Blood Dragon 3 is stopped. Speak to the director, then the sound guy, before agreeing to clear the vicinity of any sonic problems.

It's worth completing **Story Mission: Clinical Study** (for Doctor Charles Lindsey) first, as he rewards you with some special meat you can use to effectively corral the "Angels" enemies you encounter during this mission.

SECURE the Area to Stop the Noise

DESTROY the Honking Truck



Head roughly west of the film set, to a wooded dell where a couple of **Resistance fighters** are taking on a collection of cultists. Though initially four in number, additional foes appear as you descend, usually from multiple directions, so expect to clear a total of 12 foes from the area. This is straightforward; keep to the high ground surrounding the honking truck. Then destroy the truck with any explosives you like, whenever you like. Note you can't drive the truck; it is locked.

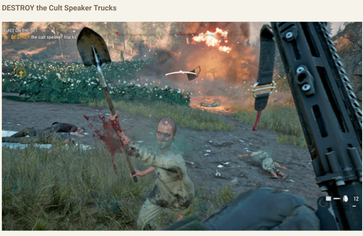
RETURN to Dean

SECURE the Area to Stop the Noise

When there's relative peace and quiet, trudge back up the hill to Dean, then head south toward a sloping hillside of large jutting rocks and a series of tree platforms with connecting zip lines. Along with a couple of **Resistance fighters**, neutralize a pair of Peggies and four additional reinforcements. This can be done at range, from your uphill vantage point, atop a tree platform, or on a rock promontory you can easily drop behind.

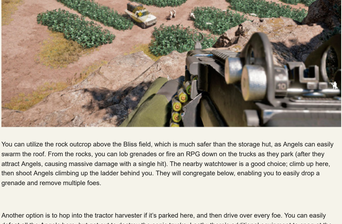
RETURN to Dean

DESTROY the Cult Speaker Trucks



Dean shouts at you to head roughly northeast, to a field of Bliss adjacent to the movie set. It seems the cult has set up some annoying speakers on pickup trucks to placate the Angels they have in the field. Prepare for a frantic battle, taking heed of the following facts and attack stratagems:

- In addition to the parked pickup with speakers to destroy, two more **vehicles** arrive during the **combat** phase. They have one or two cult members inside. Lob in a couple of grenades, shoot an RPG, use explosives, or pepper the pickups with high-caliber weaponry. Do this as a priority, so **combat** is as quick as possible.
- You are constantly harried by up to 30 Angels, who doggedly charge at you before swiping at you with shovels. They attack in waves of between two and eight, but you should usually expect four to six at once. They aren't tactical; when they see you, they charge you. Either lob the experimental meat you and Doctor Lindsey tested during **Story Mission: Clinical Study**, so they gather around that and can be destroyed with an area-of-effect weapon easily, or stay on the move.



- You can utilize the rock outcrop above the Bliss field, which is much safer than the storage hut, as Angels can easily swarm the roof. From the rocks, you can lob grenades or fire an RPG down on the trucks as they park (after they attract Angels, causing massive damage with a single hit). The nearby watchtower is a good choice; climb up here, then shoot Angels climbing up the ladder behind you. They will congregate below, enabling you to easily drop a grenade and remove multiple foes.

- Another option is to hop into the tractor harvester if it's parked here, and then drive over every foe. You can easily defeat all the Angels here, but get out to destroy the sonic trucks. Lastly, there's additional equipment to snag at the entrance to the field, near the film set.

TALK to Guy

As expected, Guy is extremely excited that you've quieted the vicinity of the set and rewards you accordingly.

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Faith's Region: Henbane River

Side Mission: Blood Dragon 3

- **Prerequisites:** Complete **Side Mission: Quiet on the Set**
- **Rewards:** $1,500
- **Details:** Guy Marvel has lost all his actors. He needs you! Take a lead role in Blood Dragon 3 by performing deadly fight scenes with the Angels.

MISSION Commencement: Angel Harvesting Go

FIND Some Angels

BRING the Angels to the Set

Venture into the Grimalkin Radon Mine, and you'll discover it's been turned into the set of the forthcoming action epic, *Blood Dragon 3*. It seems director Guy Marvel needs you to spice up some action scenes. Head outside to the adjacent Bliss field, and coax a cluster of Angels into following you back inside the cavern (just stand there until they spot you and charge). You must kill them in a variety of inventive ways. Do this in any order you like, providing the objective is indicated.

Before beginning this mission, it's worth having a Molotov cocktail or three or a flamethrower, as there are some specific requests Guy makes regarding the Angels' takedowns:

PERFORM 3 Headshots

Utilize your favored weapon that shoots precise ammunition (nothing with an area-of-effect), and hit three Angels, each in the head. You don't necessarily need to aim down the sights of the weapon, though it helps.

KILL an Angel with a Melee Weapon

This is as straightforward as it sounds. If you aren't carrying a melee weapon, grab one from a fallen Angel, or check the set for a bat or other object.

KILL an Angel with Fire

A little trickier to pull off, utilize either a Molotov cocktail or a flamethrower if you have one. Lob it at the Angels until one catches fire.

KILL an Angel by Explosion

Grab a grenade, toss it close to a cluster of enemies, and wait for one to be killed by the blast. Be sure you aren't caught in the blast.

PERFORM Death from Above

The last takedown is the toughest, as it involves you lining yourself up above an Angel and dropping onto them for an auto-kill. Use the platform in the center of the cave after leading a group of Angels around the set, so they are still below you and haven't chased you yet. Patience and timing are necessary here.

And that's a wrap! Collect your pay and remove any stragglers as the mission concludes.

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Faith's Region: Henbane River

Side Mission: Stunt Activity: Old Glory Holes

- **Prerequisites:** None
- **Rewards:** Overdrive Gloves (Clothing), $800
- **Details:** Fly through the checkpoints and destroy everything in your path.

Locate the patriotic shrine to Clutch Nixon on the rocky riverbank below the Gethsemane Greenhouse, east of Faith's Gate. When you're ready to rest your flying chops, accept the mission on the plaque.

RACE through the Checkpoints

The plan involves precision flying and firing your plane's machine gun. You begin at point A and must fly through the canyon-like river, before heading through a narrow gorge, into an open river at the eastern edge of Rock Bass Lake. Pass the Misery, and head back toward the finish along the narrow river gorge, under two bridges B.

Study the guide map to understand the location of the smoke circle checkpoints **(1 - 16)**; fly through each of these to maintain your time. In addition, a few of the circles are color-coded as targets on the guide map **(1 , 2 , 6 , 13 and the finish at B)**. These have large wooden targets you need to shoot before you pass through the surrounding circle.

You start with 40 seconds on the clock. You receive +6 seconds for each circle you pass through. If the timer reaches zero, if you crash, or if you exit your plane, the mission fails.

If you haven't flown before, you may find the maneuverability of the plane tricky to time, so slow your acceleration just under maximum for the circles requiring a sharp turn. Make very light turns so your plane rights itself horizontally after only a second or so; do this to avoid flying into obstacles.

Check the distance for checkpoints one or two ahead of the circle you're passing through, so you can line yourself up exactly. Shoot at any circle targets immediately. Expect a professional pilot to finish this with 23 seconds left on the clock.

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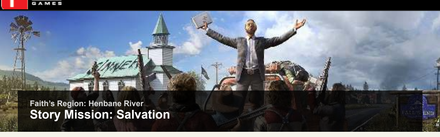
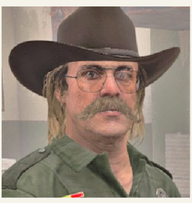


Faith's Region: Henbane River

Story Mission: Salvation

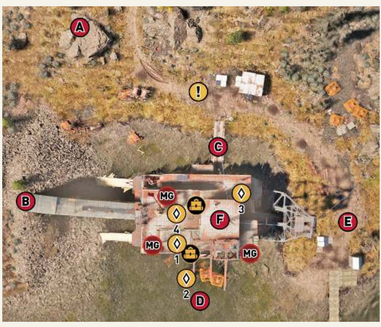
- **Prerequisites:** Liberate Hope County Jail
- **Rewards:** Medium Resistance (Henbane River)
- **Details:** Rumors swirl about a place called the Misery where **Resistance fighters** are tortured and killed. You must kill the leadership and shut down the place for good.

MISSION Commencement



Sheriff Earl Whitehorse

Your friend the sheriff and the majority of the Resistance in Henbane River have a base of operations in the old Hope County Jail. Once you've liberated it, speak to the sheriff, who's received information about a place where folk are getting tortured by one of Faith's favorites. Head west along the river to reach this dredging vessel, the aptly named Misery.



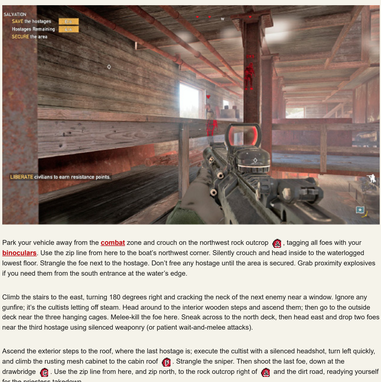
SAVE the Hostages (4)

SECURE the Area

The large rusting barge is moored on the river and has several small, interior floors linked by ladders and steps. It is bristling with defenses (three MG nests and a sniper on the cabin roof), and there are eight foes—the sniper, four enemies, and three additional foes who can summon reinforcements.

Make any loud noises or make yourself known to these enemies, and they will summon those reinforcements and start shooting the four tied hostages (1– 4) within 10 seconds. Though the minimum mission completion requirement is saving one surviving hostage, let's try to save them all, shall we?

OPTIMAL Path



Park your vehicle away from the **combat** zone and crouch on the northwest rock outcrop , tagging all foes with your **binoculars**. Use the zip line from here to the boat's northwest corner. Silently crouch and head inside to the waterlogged lowest floor. Strangle the foe next to the hostage. Don't free any hostage until the area is secured. Grab proximity explosives if you need them from the south entrance at the water's edge.

Climb the stairs to the east, turning 180 degrees right and cracking the neck of the next enemy near a window. Ignore any gunfire; it's the cultists letting off steam. Head around to the interior wooden steps and ascend them; then go to the outside deck near the three hanging cages. Melee-kill the foe here. Sneak across to the north deck, then head east and drop two foes near the third hostage using silenced weaponry (or patient wait-and-melee attacks).

Ascend the exterior steps to the roof, where the last hostage is; execute the cultist with a silenced headshot, turn left quickly, and climb the rusting mesh cabinet to the cabin roof . Strangle the sniper. Then shoot the last foe, down at the drawbridge . Use the zip line from here, and zip north, to the rock outcrop right of and the dirt road, readying yourself for the priestess takedown.

OTHER Paths

- There are dozens of exceptionally cool ways you can secure this dredger, but most may lead to one or more hostage deaths. The drawbridge , east docks , and south river are all porous entry points, but foes can easily spot you moving from these areas. Start a rapid ascent, slaying folks quickly if you're spotted, or camp out near a single hostage you want to save.
- The path to victory gets a lot trickier if reinforcements arrive, so quickly deal with foes who can call reinforcements; tag them so their icon appears and you can easily drop them.
- You can remain at , and fire a (very) well-aimed series of arrows at foes, starting with the sniper; then focus on any reinforcement foes. Clear the boat of almost all enemies without even moving from your initial position.
- Otherwise, the dredging chute is the other cunning pathway onto this vessel, either through the covered chute or by climbing atop it.
- Liberate the hostages once no foes are nearby. The foe in the cage hanging over the water is freed at the lever on the south deck. Others are simply untied.

BACKUP Paths

Did the enemy call for reinforcements? Then quickly slay any remaining foes while staying on the barge (ideally high up, facing north). Expect three waves of enemies, four heading downhill to the drawbridge from the north, three foes, and a **heavy**. Then two sets of four more enemies from the northeast, two of whom are heavies). Your height advantage and the boat give you all the protection you need; snipe from a distance after tagging the foes with **binoculars**. Utilize the proximity explosives and drop them in the path of heavies; they can't be thrown as far as dynamite or grenades, so wait for the heavies to come to you after you defeat all other foes. Two attack dinghies then appear from the river to the south. Control either of the **machine guns** mounted on the boat's south side to make short work of these enemies.

KILL the Cult Priestess

Assuming you didn't need backup paths to victory and you secured the area, the sheriff radios in to warn you of an incoming SUV with a cult priestess. The vehicle drives down the north trail, parks at , and the priestess (VIP) gets out with a **heavy** and two other enemies. Well, she does if you don't zip-line down to , plant a proximity explosive somewhere along the route, and watch the vehicle explode!

Other options? Lob in dynamite or a grenade as the vehicle slows to park. Or wait for the vehicle to park, then mow down the enemy from the MG nest on the boat's northwest deck. Normal **combat** is unnecessary but can be attempted (e.g., stealth takedowns as the enemies split up), but nothing is as proficient as an explosive ambush! If reinforcements were called earlier, the priestess arrives by boat. Complete the mission by blasting this vessel with a machine gun mounted along the south deck. Or an RPG as the boat slows.

With the priestess defeated, the mission concludes.

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Faith's Region: Henbane River

Story Mission: Serve and Protect

- **Prerequisites:** Complete **Story Mission: Salvation**
- **Rewards:** Medium Resistance (Henbane River)
- **Details:** Faith's people are taking hostages. Rescue any that you see in the Henbane River region before they are tortured or turned into angels.

MISSION Commencement

At the conclusion of the previous mission, the sheriff radios in a message of grateful encouragement. He's received reports that Faith's folk are executing citizens, or worse: You need to find and free the people of Henbane River from the cult's stranglehold. This mission now begins (you do not need to return to Hope County Jail).

SAVE Hostages (7)

This mission now takes on a more "freeform" plan and involves you exploring the length and breadth of Henbane River. You need to travel to smaller primary **locations** and some secondary **locations**, where you'll stumble across possible cult hostage situations as part of your general **exploration**.

Generally, you should remove the cult threats quickly (as they may be about to execute a hostage), watch for environmental hazards (e.g., don't shoot a foe near an explosive barrel that can kill a hostage), study the area before wading in (so you don't miss a foe that may kill a hostage without you realizing it), and remain within Henbane River (stepping into a different region doesn't help the hostages here).

Consult the Atlas to pinpoint the many secondary **locations**, some of which may have a hostage situation playing out.

As a hostage situation usually occurs at random, with one or more cult members, this mission can't be specifically tracked. But there are some main types of hostage situations to look for, as you begin your good deeds.

Primary Location Hostages: Look for hostage activity inside the primary **locations** across Henbane River. In this example, a book-waving lunatic is about to execute a citizen at the Mastodon Geothermal Park (along with a VIP, flamethrower foe, and other enemies). Just be aware that finding hostages isn't guaranteed, and more populated **locations** and **cult outposts** aren't usually a good source of hostages.

Secondary Location Hostages: Only shown in this guide's Atlas, there are numerous secondary and tertiary **locations** across this region. Any one of them may have a hostage to rescue. Checking these **locations** allows you to find hostages more quickly. Of particular note are the Cult Totem Sites (dotted along foot trails); look for the skull-adorned posts and deliver innocents from evil.

Random Location Hostages: We found this hostage, about to be executed by a Chosen hunter and a cultist, on a dirt road on the region's eastern side, below Faith's Gate. Keep your eyes peeled for hostages you can see in the distance, so you can access dangers before executing foes, instead of mowing everyone down and hoping the hostage survives.

Sheriff Whitehorse congratulates you on your fine deed. You've saved your final hostage, and the mission concludes. There can be accidental hostage deaths during this mission without it failing. Head back to Hope County Jail if you haven't completed Tracey's or Virgil's **missions**.

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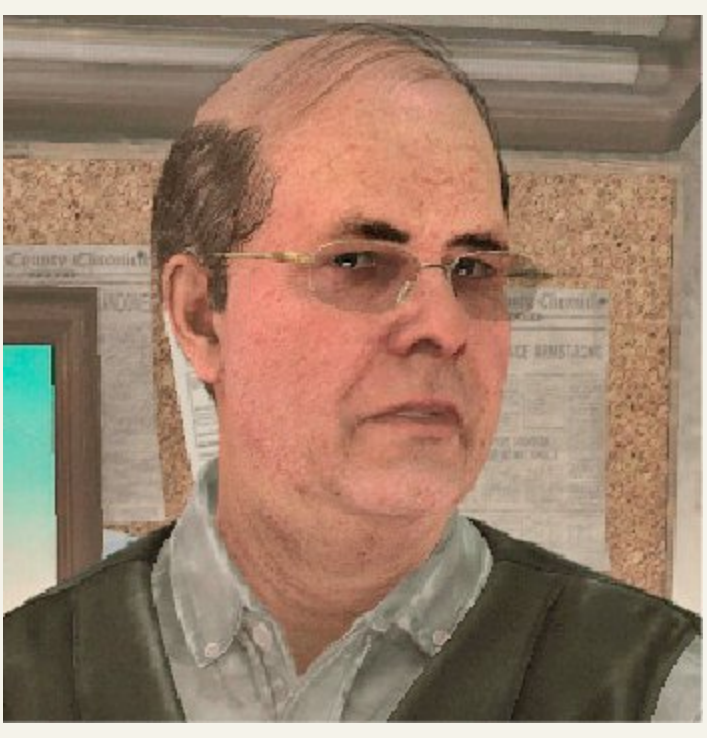
Faith's Region: Henbane River

Story Mission: Sins of the Father

- **Prerequisites:** Liberate Hope County Jail
- **Rewards:** Ultimate Survivor Recipe (Homeopathic), Medium Resistance (Henbane River)
- **Details:** Head to Jessop's Conservatory, liberate it from the cult, and burn all the Bliss plants. That will bring the chemist, Feeney, right to you. Then you can deal with him.

MISSION Commencement



Virgil Minkley

Once you liberate the Hope County Jail and have free run of the place, seek out Virgil Minkley (he's usually in his office adjacent to the main prison interior hall). Agree to help him end Feeney's plans, and avenge his son's death.

REACH Jessop's Conservatory

LIBERATE the Cult Outpost

Jessop's Conservatory is located along this region's eastern edge. When you arrive, know there are likely to be around 10 foes (including a sniper), and two alarms to deactivate, if you wish to liberate this location competently. As this is a known cult outpost, the tactics for liberating the conservatory are detailed in the "**Jessop Conservatory**" part of the Cult Outpost **Missions** chapter.

If you've already liberated this outpost, you're greeted by the Cougars already keeping this place free from Eden's Gate.

BURN the Bliss Fields (3)

Bring out your favored burning fuel; either Molotov cocktails (available around the Conservatory if you need them) or a flamethrower. Don't start the fire yet, as sprinklers are active over two of the three fields. Simply locate the shed adjacent to the field and turn the spigot off; then torch the field. Keep this up until the Bliss plants are black. You need find and interact with only two spigots.

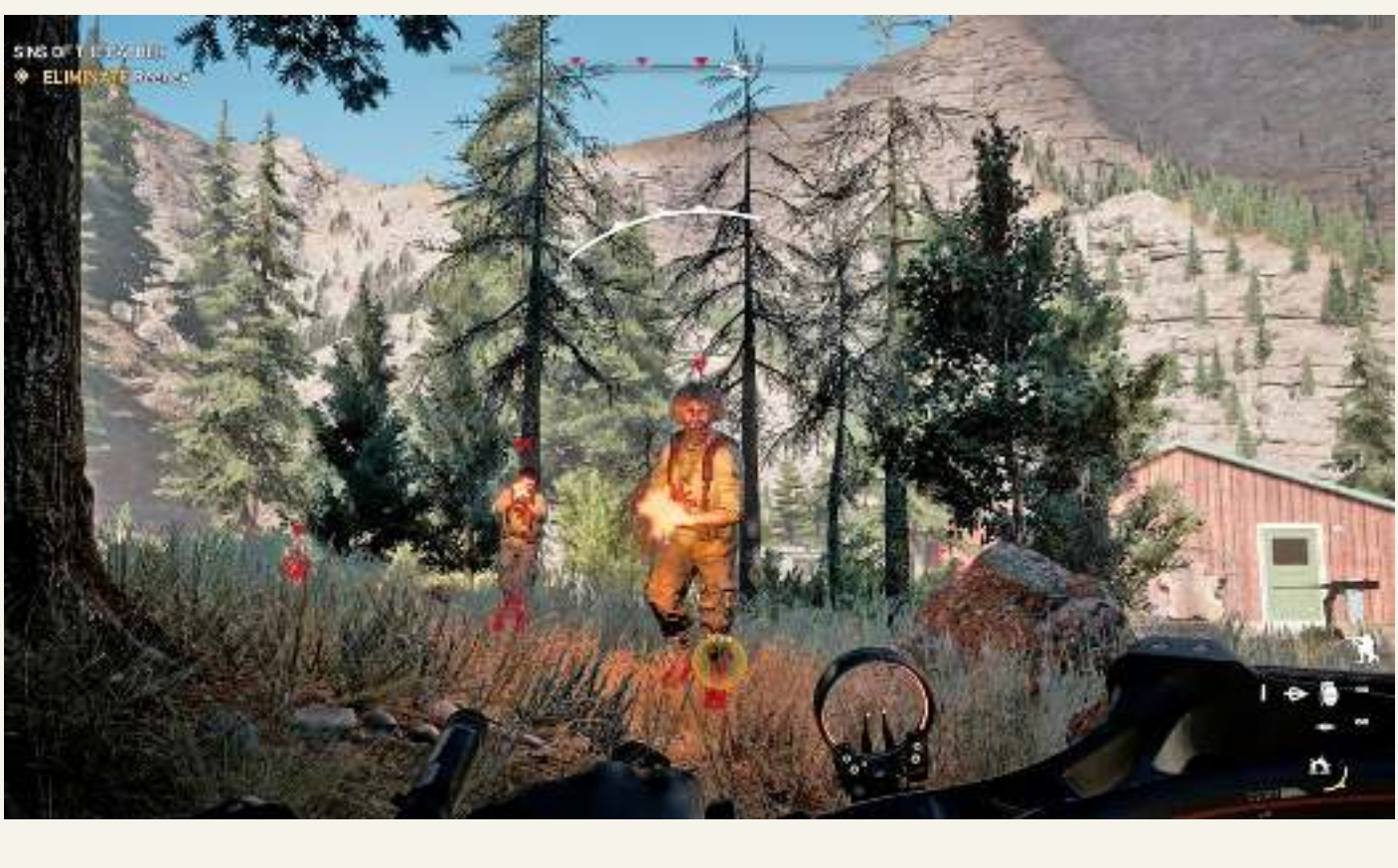
ELIMINATE Feeney

As Virgil suspected, your pyromania brings Feeney (a cult VIP) to look over Jessop's Conservatory in his helicopter. Finding it compromised by Cougars, he flees. Give chase, and eliminate Feeney however you wish. You could:

- Make an amazing sniper or RPG shot and destroy the chopper before it flies away from the conservatory.
- Take to your own chopper (if you used one to arrive here), execute an airborne chase, and blast Feeney out of the sky.

Follow Feeney by road, using a vehicle or quad. He heads north, and you can chase him with reasonable ease: He heads to his cabin (the Feeney Residence). If you let him land, he moves down into his bunker adjacent to where the helicopter is parked. Expect around six cult members to waylay you; attack them from the woods to the south of the Feeney cabin, so you can step behind the trunks to use as cover. When all but Feeney are dispatched, feel free to drop explosives down the bunker, or drop down and keep your promise to Virgil.

The mission concludes when you defeat Feeney.



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Faith's Region: Henbane River

Story Mission: War on Drugs

- **Prerequisites:** Liberate Hope County Jail, destroy your first drug boat or drug truck
- **Rewards:** Ultimate Hunter Recipe (Homeopathic), Medium Resistance (Henbane River)
- **Details:** Virgil wants to cripple the cult's Bliss production. Destroy all cult boats and trucks that are transporting bliss throughout the region.

MISSION Commencement

This mission begins the moment you complete the freeform activity of destroying either a drug boat or a drug truck within Henbane River. Virgil Minkler radios in to congratulate you on your takedown. Now it's time to cripple Eden's Gate's drug supply **vehicles**.

This mission now takes on a more freeform approach; you must check the roads and rivers of Henbane River for both vehicle types and then destroy them. The easiest method is utilizing a helicopter with a machine gun (like *Tulip*, Adelaide Drubman's chopper). Simply fly down and strafe the vehicle until it explodes. Or you may wish to attack from the ground.

Locating the other nine **vehicles** takes time; you may find it beneficial to complete other tasks or fly circuits of the main river and roads throughout this region until a vehicle appears.

You can tell which **vehicles** are drug trucks or boats, as they have the cult property icon over them.

DESTROY Eden's Gate Drug Boats (5)

You are locating a dinghy ferrying Bliss crops along the river, with a pilot and gunner. These are more difficult to destroy than the trucks, as you have fewer takedown options in the water.

Therefore, a helicopter strafing plan is optimal. Or give chase in a Jet Ski, firing on the gunner first, and then the driver to halt the craft. Next, drop an explosive and flee, or lob a grenade from the riverbank. You could also attack from a bridge using an RPG.

DESTROY Eden's Gate Drug Trucks (5)

You are locating a truck carrying freshly picked Bliss crops in the flatbed. Expect a single foe driving; these are easy targets to destroy, from the air or ground. On the ground, shoot the driver, then lob a grenade (or other explosive) into the flatbed. Or drop a proximity explosive in front of the vehicle as part of an ambush plan.

When you destroy a grand total of 10 supply **vehicles** (five boats, five trucks), the mission concludes.

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Faith's Region: Henbane River

Story Mission: False Prophet

- **Prerequisites:** None
- **Rewards:** Medium Resistance (Henbane River)
- **Details:** The statue of Joseph Seed dominates the region. Tracey wants to send a message. Destroy the statue and show everyone the Father is just a man.

MISSION Commencements

REACH the Father Statue

Tracey Lader

Tracey Lader is one of the **Resistance fighters** holed up at Hope County Jail. Speak to her after the jail's liberation and she softens up, before requesting you send a loud and clear message to the cult.

Or, you may simply discover the Father statue (known as Joseph's Word) on your **exploration**; Tracey radios in letting you know her intentions and requesting the destruction of this edifice.

DESTROY the Father Statue

ENTER the Statue REACH the Top Floor

Travel northeast to the summit of Angel's Peak. You're here to blast apart the huge limestone effigy known as Joseph's Word. There are three main "pilgrimage" paths— , , and —and a grapple cliff to the north, where innocents are flung . After destroying the statue, which takes around six RPG shots (aimed at the stonework, not the internal girder skeleton), you must ascend to the statue's top to locate Faith's special book of Joseph's musings and burn it. Escape this place after the mission concludes.

OPTIMAL Path (Air)

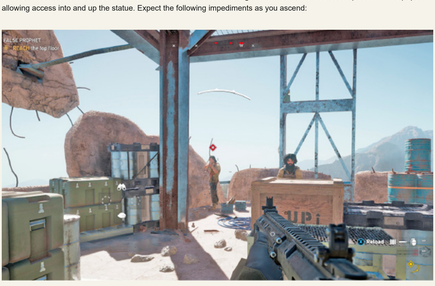
The following path involves destroying both the statue and Joseph's book, without actually landing on the ground! Choose a helicopter from the shop at Hope County Jail; Tulip is a good pick, though the craft must have a machine gun (and ideally rockets). Fly it to the statue and blast it apart using the helicopter's weaponry. Once the destruction is complete, carefully land on the top girders (with the twisted sections pointing up) directly above the arched girder. Disembark, and drop down to the stone floor and alcove where the book is.

OPTIMAL Path (Ground)

Begin by choosing a path to the foot of the statue; a grapple up from allows you to sneak in, tag initial foes with **binoculars**, and study enemy **locations**. There are four enemies, with possible additional foes conducting a cult ceremony behind the statue. Then bring out an RPG (there are weapons strewn about the worshipping site beneath the statue if you need one), and aim it anywhere on the surface of the statue. You're encouraged to aim at a difficult-to-reach spot, like the head (work from top to bottom), as future shots at the statue occur during **combat**.

As soon as the first RPG round hits the statue, enemies appear from all infiltration directions— , , and —and from the statue itself. As **combat** progresses, expect at least a dozen more foes, along with two or three snipers. Cultists inside the statue fire down on you or rappel down either of the two lower zip lines; you can cause mayhem by shooting them as they land.

Remain in cover—a good spot is the white pergola by the side door, north of —and methodically clear the second wave of foes, in between statue destruction. Once the statue is reduced to a girder skeleton, the side doors (east and west) open, allowing access into and up the statue. Expect the following impediments as you ascend:



Ground interior floor: Around three foes, and more heading in from the outside if you stick around. Climb the ladder quickly.

Floors 2 and 3: These each have three enemies and a lever to pull to release the ladder. Grab ammo here, and use cover as a helicopter appears. Snipe the pilot, or fire an RPG just as the chopper slows after firing and pitching sideways.

Floors 4 to top: Expect no foes here. Just a precarious ascent up crates and along twisted girders. Look for blue rope bundles to grab, and follow them to the book's alcove.

BURN Joseph Seed's Book

After you burn the book, the mission concludes (with you still atop the statue). Flee using the zip line, or a parachute or wingsuit leap. Jump north, over , if you don't want to deal with enemies around this location.

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Faith's Region: Henbane River

Story Mission: False Idols

- **Prerequisites:** Destroy three Eden's Gate shrines.
- **Rewards:** Medium Resistance (Henbane River).
- **Details:** Small Eden's Gate shrines are scattered all across the Henbane River region. Destroy those shrines and wipe out the cult's presence.

MISSION Commencement

During your **exploration** of this region (and only this region; the shrines on Dutch's Island aren't part of this), you may come across a small wooden hut with a steeple, usually with an enemy or two about to turn a victim into an Angel. These **locations** are shrines, and once you destroy 3 of the 16 across this region, Tracey Lader radios in from Hope County Jail to encourage you to finish the job.

Find and DESTROY Eden's Gate Shrines (16)

You can destroy any and all of these before seeing Tracey in person (shoot the explosive canister at the base of the steeple). Or you can do this after you liberate Hope County Jail. None of the shrines are particularly difficult to clear, though some are difficult to find! A good plan is to use a helicopter with a machine gun to easily find and destroy each one. Check the Atlas for map information regarding their whereabouts.

SHRINES: Henbane River (16)

Shrine: Your **world** map (and the Atlas) now features a new icon. This appears when you're close to finding a shrine at a particular location in Henbane River. All are specific (there are no random shrines). Note that these icons distinguish silos and wolf beacons in the other regions.

The following information details the **locations** of all shrines, working from northwest to southeast:

#1: NORTHWEST HILLSIDE

On a hill overlooking the main road, just southeast of Vasquez Residence.

#2: NORTH RIVER

On the river's western bank, just east of Deep North Water Treatment Plant.

#3: THE PILLARS OF EDEN

Above the sacrificial area on a bluff overlooking the Pillars of Eden.

#4: PILGRIM PATH (WEST)

Above the dirt road pilgrim path west of Angel's Peak, just northeast of the Chan Residence.

#5: LOW WATER LAKE

On a shallow rock outcrop in a low water lake just west of Dead Man's Mill.

#6: EDEN'S CONVENT BLUFFS

On a rock bluff and Bliss field overlooking the Mastodon Geothermal Park (to the southeast), south of **Eden's Convent**.

#7: DIRE WOLF BASIN

In the sulfur pools of Dire Wolf Basin, by the road.

#8: RAPTOR PEAK LOW HILLS

Northeast of Dire Wolf Basin, on a trail bluff west of Camp Cougars.

#9: FAITH'S ROCK

Atop the large rock island surrounded by river, where Faith's Gate is located.

#10: THRONE OF MERCY

Midway between Nature Cabin (to the west) and Throne of Mercy Church (to the east), along the trail north of 8-Bit Pizza Bar.

#11: ROCK BLUFF WILDERNESS

Atop a rock bluff overlooking Bliss fields, between the Moonflower Trailer Park (west) and **King's Hot Springs Hotel** (cult outpost) (east).

#12: EDEN'S ALTAR

At the rear of the gathering semicircle; part of Eden's Altar.

#13: SOUTHWEST ROADSIDE

At the start of a trail, by the road east of **Lorna's Truck Stop**.

#14: SOUTH RIVER BLUFF

On the river's south side, atop a rock bluff, just west of Hope County Jail.

#15: SOUTHEAST GRASSY HILLOCK

Just south of the main road, southwest of McCallough’s Garage.

#16: SOUTHEAST TRAIL TO NOWHERE

On the steep trail east of Puma Mine and south of **Jessop Conservatory** (cult outpost).

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Faith's Region: Henbane River

Story Mission: Clinical Study

- **Prerequisites:** Complete **Story Mission: Doctor's Orders**
- **Rewards:** Bait Upgrade (Item), Medium Resistance (Henbane River)
- **Details:** Test the bait for Dr. Charles Lindsey.

PICK UP the Test Bait

REACH the Farm

Speak to Doctor Charles Lindsey in his Hope County Jail office. He's pleased to announce the bait has been made! Grab it from the dish on the side desk inside his office, and head into the hills west of the jail, to the Pepper Residence. Use the hilltop rock trail to get there, as it allows you to survey the small Bliss-producing farm and strangle a sniper patrolling the rock cliff above.

KILL Only the Cultists

PLACE the Bait on the Table

After dispatching the sniper in silence, tag the enemies from the cliff rock vantage point. Start a crouching descent toward the farm shack. There are four cultists and four Angels, and you mustn't disturb the Angels or this mission fails. Therefore, it's best to take out the nearest cult member at the bottom of the cliff with a melee strangulation.

Creep around the edge of the farm shack, watching patrol paths. Creep up to crack the neck of the three remaining cultists when they are facing away from you and each other. Then quickly place the bait on the table, retreat to the ladder, and get onto the shack roof.

WATCH the Field Test

KILL All Angels and Cultists

The trial isn't as successful as you'd hoped for. Skunks are attracted to the meat, the Angels start bludgeoning the animals, and a couple cult enemies head in from the Bliss field to the northwest to see what the noise is about. Aborting this test requires you to dispatch everything. Lob a grenade from the shack roof. This takes care of the five Angels if you're lucky; if not, mop them up with small-arms fire. Then snipe the two remaining enemies near the field. Any skunks should feel your wrath too.

GET Bliss Oil (1)

GET 3 Grizzly Bear Skins (3)

GET 2 Skunk Skins (3)

It seems the bait requires perfecting, and that involves skinning the hides of five more animals. The skunks are easy to find; you just killed a pack of them down at the table, so don't leave here without grabbing two hides.

Now for the three grizzlies. These obviously take some time to find and hunt, so scour the **world** map for available **locations**. Travel there and wait. If no bears are around, leave and return. Start wandering the nearby trails, as bears are attracted to cult activity. The bear we hunted in the adjacent picture was found nibbling on a cult victim at Snowshoe Lake, which isn't a specific **hunting** spot. But for the best chances of finding a bear, go to the indicated **locations** on your in-game **world** map.

RETURN to Dr. Charles Lindsey

With all five hides, head back to Hope County Jail and meet up with the doctor again. He's thrilled you managed to gather the correct ingredients and mixes up a batch of bait that now works on corralling Angels. The mission concludes. Use this bait as part of your projectiles.

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Faith's Region: Henbane River

Side Mission: Refuel

- **Prerequisites:** Liberate **Lorna's Truck Stop** (Cult Outpost)
- **Rewards:** $800
- **Details:** Track down the gas tanker so you can resupply the truck stop.

MISSION Commencement

Resistance Member

After you save **Lorna's Truck Stop** (cult outpost) from the Peggies, head inside and speak to the Resistance member; there's a lack of fuel for Resistance **vehicles** in this region, and you're about to remedy this situation.

REACH the Location

STEAL the Tanker.

BRING the Tanker Back.

The tanker is parked due north of **Lorna's Truck Stop**, at Aubrey's Diner. Drive there and park in the woods to the south. The place has five cult members in the vicinity, including one manning a mounted machine gun pointed at the road to the west.

Aaron "Tweak" Kirby is also scrabbling about in the backyard of the location. With this in mind, and considering the flammable nature of the tanker, attempt a stealth removal of all five foes.

Begin in the woods, dropping the enemy in the back with an arrow (or silenced weapon, or stealth creeping and neck-cracking). Follow a similar plan working south to north, across the front yard; after defeating all enemies, reach the tanker without being seen and drive it south to the truck stop to complete the mission.

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Faith's Region: Henbane River

Side Mission: Fast

- **Prerequisites:** None
- **Rewards:** The Fast (Enhanced) (Recipe), $800
- **Details:** Help Tweak test his performance enhancer.

MISSION Commencement

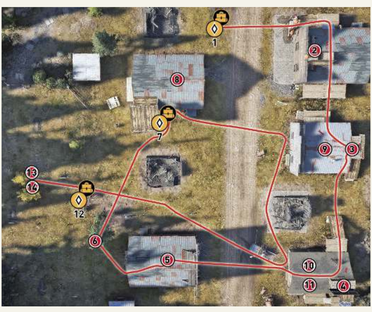
Aaron "Tweak" Kirby

Someone is scrabbling about by the trash bins outside Aubrey's *Diner*, along the Henbane River north of **Lorna's Truck Stop** (cult outpost). This disheveled character is Tweak, and he might have a pick-me-up to help you during confrontation with the cult.

GATHER Jimson Weed Plants (2)

He needs some ingredients first, though; head to the overgrown railroad tracks below the road bridge northwest of Hope County Jail. Your map updates as you discover a crop of Jimson Weed growing. Harvest a minimum of two plants here.

If you harvest all the plants, you'll have more ingredients if you decide to craft your own "Homeopathic remedies" later on.



REACH Tweak's Playground

BRING the Ingredients to Tweak

Tweak makes his home in the abandoned Ghost Town known as Prospect, in the wilderness south of Hope County Jail. Drive there, hand over the ingredients, and agree to attempt a short agility course to show your baseline competency.

EQUIP the Shotgun

DESTROY the Targets (5)

Don't worry about embarrassing yourself on this test run; the route takes a little time to learn. Grab the shotgun from the equipment table (**1**), then run through the fun-house doorway with the pumpkins and arrows adorning it, onto the town hall roof, and shoot the target as you climb onto the roof.

Sprint across the roof to the roof of the general store, blasting the target here . Next, hop onto the cabin roof for the next target . Turn west, drop to the street, and sprint into the bank, shooting the target inside . Exit the bank and turn right to shoot the final target at the tree .

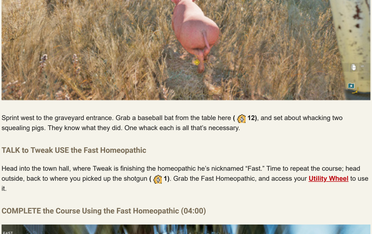
EQUIP the AR-C

DESTROY the Targets (4)

Grab the AR-C from the equipment table by the central cabin (**7**) and shoot the moving target inside . Cross the road and fire at the moving target inside the general store , then run south and shoot both targets, , and , inside the southeast cabin.

EQUIP the Baseball Bat

HIT the Pigs

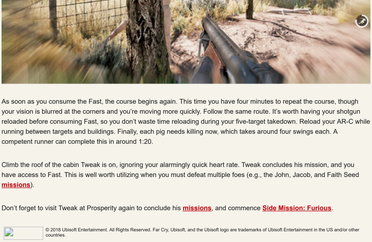


Sprint west to the graveyard entrance. Grab a baseball bat from the table here (**12**), and set about whacking two squealing pigs. They know what they did. One whack each is all that's necessary.

TALK to Tweak USE the Fast Homeopathic

Head into the town hall, where Tweak is finishing the homeopathic he's nicknamed "Fast." Time to repeat the course; head outside, back to where you picked up the shotgun (**1**). Grab the Fast Homeopathic, and access your **Utility Wheel** to use it.

COMPLETE the Course Using the Fast Homeopathic (04:00)



As soon as you consume the Fast, the course begins again. This time you have four minutes to repeat the course, though your vision is blurred at the corners and you're moving more quickly. Follow the same route. It's worth having your shotgun reloaded before consuming Fast, so you don't waste time reloading during your five-target takedown. Reload your AR-C while running between targets and buildings. Finally, each pig needs killing now, which takes around four swings each. A competent runner can complete this in around 1:20.

Climb the roof of the cabin Tweak is on, ignoring your alarmingly quick heart rate. Tweak concludes his mission, and you have access to Fast. This is well worth utilizing when you must defeat multiple foes (e.g., the John, Jacob, and Faith Seed **missions**).

Don't forget to visit Tweak at Prosperity again to conclude his **missions**, and commence **Side Mission: Furious**.

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Faith's Region: Henbane River

Side Mission: Our Better Angels

- **Prerequisites:** Liberate **Nolan's Fly Shop** (Cult Outpost)
- **Rewards:** $800
- **Details:** Help the Resistance clean the basement of the Fly Shop.

MISSION Commencement

Resistance Member

With the majority of the cultists defeated at **Nolan's Fly Shop** (cult outpost), speak with one of the **resistance fighters** on the grounds; it seems there are a few additional foes that must be removed.

FIND the Entrance to the Basement

KILL All the Angels in the Basement (7)

Enter the Fly Shop and open the basement entrance door to the left of the main counter. Descend the steps, into the large, two-chamber basement. There is an Angel in the first room. Dispatch it. Exit via the far doorway, making a left, into a Bliss-packing chamber where you must cull the remaining six foes. Naturally, you can just rake them with gunfire. However, you can use stealth tactics and arrow takedowns, removing all foes without them even seeing you. It's your call. The mission concludes once you slay the seven foes.

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Faith's Region: Henbane River

Side Mission: Furious

- **Prerequisites:** Complete **Side Mission: Fast**
- **Rewards:** The Furious (Enhanced) (Recipe), $1,500
- **Details:** Test out Tweak's enhancements.

GET Bliss Oil

GATHER Mustard Plants (2)

Immediately after finishing **Side Mission: Fast**, you can speak to Tweak in Prospect and he lets you know about a strength enhancer. For this he needs some Bliss Oil (gathered from the corpses of Angels) and mustard plant ingredients. Hike west to a wooded hillside, and procure at least two plants. Grab more if you want more ingredients to concoct Furious, after the mission is over.

BRING the Plants to Tweak

TAKE and USE the Furious Homeopathic

Return to Tweak, who's inside the town hall at Prospect. He concocts the Homeopathic Furious. Head outside and grab the syringe. Inject yourself (using the **Utility Wheel**). Once you consume the Furious, you're put to a little test.

KICK the Angels into the Fire Pits (6)

There are three lit fire pits **(** 1 **,** 2 **,** 3 **)**. You begin at the first one, and a group of Angels appear from a nearby shed 1 . Line yourself up so the Angel is in front of the fire pit. Melee-strike the Angel so each one flies back and into the pit. The action then moves onto the second pit and Angel shed. If you haven't kicked enough Angels into pits, the action then moves to the third pit and shed. Each shed holds four Angels, meaning you have 12 chances to hoof an Angel into the pit. If you can't manage that, the mission fails.

KILL All Remaining Angels

TALK to Tweak

Assuming you're competent enough to fry six Angels, defeat the rest (simply melee them), then head to the roof where Tweak is. He's happy to give you the enhanced recipe as the mission concludes.

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Faith's Region: Henbane River

Side Mission: Stunt Activity: Descente Dans La Folie

- **Prerequisites:** None
- **Rewards:** Liberty (Vehicle), $800
- **Details:** Drive the buggy through all the checkpoints and beat Clutch's time.

MISSION Commencement

Journey to the ghost town of Prospect, in the southern wilds of this region. There you find the patriotic shrine to Clutch Nixon. When you're prepared to become a legend born in fire, access the mission on the plaque.

RACE through the Checkpoints

The mission requires you to drive a buggy from point A to point B while passing through as many smoke circle checkpoints **(1 - 19)** as possible. You start with 20 seconds on the clock. You receive +5 seconds for each circle you drive through. If the timer hits zero, you fail.

This buggy has excellent handling, so you can keep at maximum acceleration for the entire course—with a bit of practice. In fact, keeping your speed up is advisable at both the banked turns 8 and 18 so you don't roll your vehicle. Don't hit any trees! Attempt to conclude this mission with around 20 seconds left on the clock.

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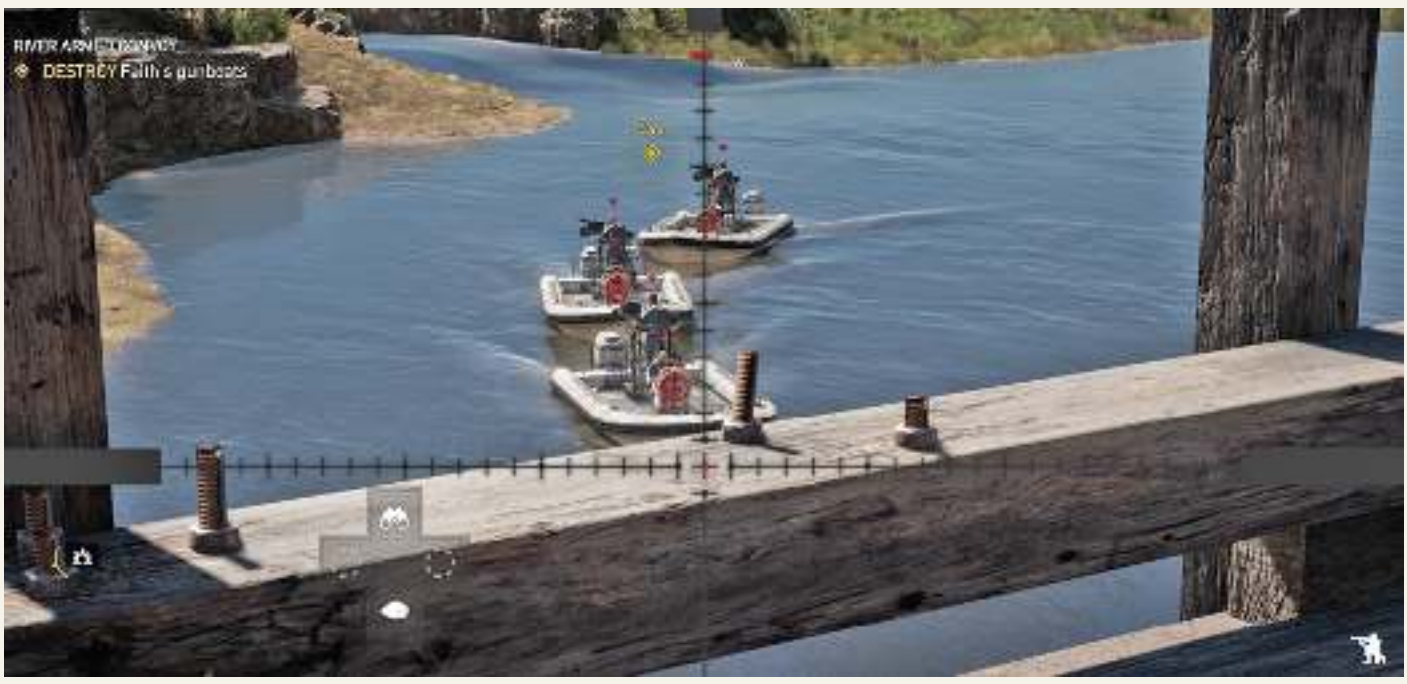
Faith's Region: Henbane River

Side Mission: River Armed Convoy

- **Prerequisites:** Resistance Rating Level 2+ (Henbane River)
- **Rewards:** $800
- **Details:** Faith sent armed gunboats to hunt the Cougars.

MISSION Commencement

As soon as the Resistance Rating for Henbane River increases to Level 2 (2,500+/10,000), Faith Seed realizes you aren't quite as enthralled by her presence as she'd hoped and sends out a three-gunboat convoy to punish your little uprising. Dutch radios in to let you know about them.



DESTROY Faith's Gunboats

The convoy consists of three gunboat dinghies, each with a pilot and a gunner using a mounted machine gun. They patrol the areas of Henbane River shown on your **world** map. Find them on your **world** map, intercept, and destroy all boats and foes.

RECOMMENDED Paths

There's no one plan that's optimal here due to the random location you encounter each convoy in, but there are recommendations you can use to your advantage:

Assault the convoy in a remote area, rather than close to a cult outpost, so no further reinforcements arrive.

Set up a trap at long distance, well in front of the first boat. Locate a bridge farther along the gunboats' route, and set up an ambush: Snipe the front boat's pilot from extreme range, and snipe other boats so the convoy becomes immobile. Lob in grenades if you can reach the boats to destroy the gunner and sink each craft.

Have allies attack simultaneously from disparate directions so the mounted gunners can't focus all their attack firepower on you.

Other explosives are excellent. Drop an explosive off a bridge as the convoy passes under you (as long as you remain unseen), so it lands in one of the boats. Or launch RPGs at the boats.

Attacking from your own boat is another option, but by far the safest plan is to rake the convoy from the air using weapons mounted to a chopper or **aircraft**; flying makes finding the convoy quicker and easier too.

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Faith's Region: Henbane River

Story Mission: A Leap of Faith

- **Prerequisites:** Resistance Rating Level 1.5+ (Henbane River)
- **Rewards:** None
- **Details:** Faith Seed invites you to join her and the others of Eden's Gate. Take a leap of faith into the arms of the Father.

MISSION Commencement

Faith Seed

After building up the Resistance in Henbane River to Level 2 or more in your **world** map, and you're wandering close to Bliss fields or where Bliss barrels are located, or even in the wilderness, you may chance upon a vision of a woman in a white lace dress. This is a vision of Faith Seed. Prior to the completion of **Story Mission: False Prophet**, you can actually speak to her.

TAKE a Leap of Faith

Faith attempts to convince you to join the cult, using some pretty impressive hallucinatory techniques in the process. You're whisked to the large statue (Joseph's Word), and watch as Marshall Burke steps off the book, plummeting out of view. Follow him to complete the mission. You wake up in a daze, but nowhere near Joseph's Word, which you can discover independently or during **Story Mission: False Prophet**.

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Faith's Region: Henbane River

Story Mission: The Bliss

- **Prerequisites:** Resistance Rating Level 2+ (Henbane River), Complete **Story Mission: A Leap of Faith**
- **Rewards:** None
- **Details:** Faith and the Father have shown you the way to a new Eden. It's up to you to walk the Path to Eden's Gate.

MISSION Commencement: The Bliss Will Set You Free

As you progress through Henbane River, Faith tries to sway you to join the cult once more, whisking you away into a Bliss-filled meadow of jackalopes and bison. You meet Joseph, who lectures you in no uncertain terms about the Collapse.

You come to in Henbane River's Hope County Jail. If this is your first time here, you met Virgil Minkler, Sheriff Whitehorse, and Tracey Lader. It might be time to take another path…

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Faith's Region: Henbane River

Story Mission: Ignorance Is Bliss

- **Prerequisites:** Resistance Rating Level 3+ (Henbane River), Complete **Story Mission: The Bliss**
- **Rewards:** None
- **Details:** Faith brings you to meet a friend who's learned to walk the Path. Join Marshall Burke and learn the true meaning of happiness.

MISSION Commencement

Marshall Cameron Burke

Your acts against the cult continue. Once you meet the aforementioned prerequisites, you are pulled into a Bliss-filled Eden by Faith Seed again. She's a little annoyed you haven't found peace yet, so she introduces a friend to show you the way.

STOP the Marshall Before He Reaches the Gate

Spend some time on the lake with the butterflies, hummingbirds, ducks, and Marshall Burke. After the boat ride, run as fast as your Bliss-addled brain allows and tackle Burke, snapping you both back into existence.

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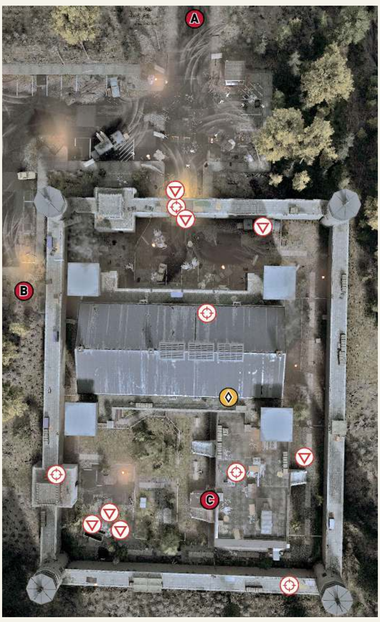
Faith's Region: Henbane River

Story Mission: The Lesson

- **Prerequisites:** Resistance Rating Level 4 (Henbane River), Complete **Story Mission: Ignorance Is Bliss**
- **Rewards:** None
- **Details:** Faith has turned the Marshall. He's opened the prison gates and the Peggies are flooding into the prison. Save the people trapped inside.

MISSION Commencement

Your acts against the cult continue unabated. With the prerequisites met, Faith becomes a little more forceful in her green-tinged **world**. You are forced to watch a game of cards between Marshall Burke and Virgil Minkler. One of them has a straight flush. But neither of them are winners.



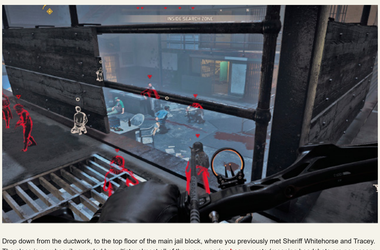
GET INSIDE the Prison

The Hope County Jail is under attack! The entire grounds are now in the hands of cultists, and all entrances are sealed, save for a rooftop air duct (A). The enemies consist of snipers and Angels; make the former your priority targets due to their ranged attacks, assuming you're starting with a stealth-based plan.

Though you can storm the jail down the main entrance road (B) and through the main open gates, there are multiple foes in the vicinity. Instead, sneak around to the shell of a bus by the northwest tower (C), climb up, and stealthily slay the two snipers (use your bow or silenced weapon); then cut down the remaining Angels from the battlement vantage point.

This way you can take either side of battlements around to the rear of the prison. Eliminate any remaining snipers you see, as well as the Angels that are summoned if you make too much noise. Cross the yard and climb to the lower roof at the stack of crates and flaming barrel (D). From there, climb the ladder to the duct, where you're goaded by an imaginary Faith.

SECURE the Area



Drop down from the ductwork, to the top floor of the main jail block, where you previously met Sheriff Whitehorse and Tracey. The place is now heavily guarded by cultists; almost all of them are wearing **heavy** coats (meaning headshots are necessary for non-melee one-hit takedowns). Start by silently cracking the neck of the foe just outside and left of your duct exit.

Sneak around, tagging the seven remaining foes with your **binoculars**. Peer down at the foe on the left side, below the gap in the balcony floor you're on. Shoot him through the head (with an arrow). This leaves you with six remaining foes. Drop down, remain crouched, and feel free to:

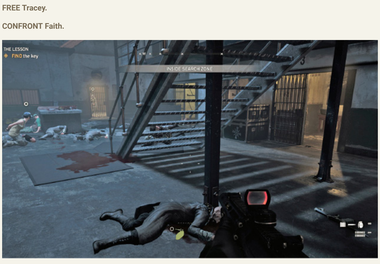
- Lob in a smoke grenade to confuse the enemy (assuming you've tagged everyone already).
- Shoot from between the gaps along the metal railing, removing two enemies standing near each other in a couple of shots, before they start to move and attempt to find you.
- Remain crouched and behind cover so foes are suspicious but haven't seen you. They can only reach you by dashing up the stairs, so remain here and kill them as they arrive. Then peer down and mop up stragglers.
- A well-placed proximity explosive atop the steps from the main floor allows you to wound foes as well as drop them with favored weaponry; after striking the six final foes, you can give up the pretense of stealth planning and wipe everyone out.

TALK to Tracey

FIND the Key.

FREE Tracey.

CONFRONT Faith.



Tracey is kneeling and tied up behind a locked gate. Check the foe by the stairwell for the County Jail Security Gate Key. Use it to unlock the gate, liberating Tracey. You both storm Virgil's office, to witness the aftermath of the card game. Storm out of the prison to confront Faith, who blows you a kiss. **Story Mission: Paradise Lost** now begins.

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Faith's Region: Henbane River

Story Mission: Paradise Lost

- **Prerequisites:** Complete **Story Mission: The Lesson**
- **Rewards:** None
- **Details:** Faith has taken the sheriff and she plans to turn him. You must confront Faith Seed and defeat her if you hope to find the sheriff and save him.

MISSION Commencement

After exiting Hope County Jail, Faith takes you away into the Bliss, telling you Eden's Gate has captured Sheriff Whitehorse, a man who kept you from seeing the Truth. From your current vantage point (a pool with a central rock island), the truth is somewhat more violent:

KILL Faith Seed

Faith has seemingly superhuman powers; she is able to thwart you with the following **combat** techniques, which she defends against accordingly:

- **She floats in the air:** Fire at her immediately, so red "petals" churn out of her form. Continue this until she becomes unavailable to aim at.
- **She disappears, speaks to you, and reappears again:** Manually track her, waiting until she's stopped angrily pleading with you. If the central rock area has equipment you wish to utilize, this is the time to grab it.
- **She floats and throws three "Bliss balls" of energy at you:** Circle-strafe in either direction to avoid them, reloading your weapon (if you need to) during the attack; then shoot her consistently until she disappears or changes tactics.
- **She splits into many forms, circling you and summoning Angels:** This is a good opportunity to increase your kill count with a weapon you don't commonly use. It is near the central rock with ammunition and med kits (such as the light machine gun). Shoot the closest targets if you're here to kill. Shoot the forms of Faith until you hit one that extrudes petals; this is the real Faith (you can see wind whipping up these petals if you've spent time shooting her doppelgangers instead).

As her health depletes, Faith becomes more frantic, before the real truth about Joseph is revealed. Faith collapses, carried away into the water. However, your path continues.

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Faith's Region: Henbane River

Story Mission: Walk the Path

- **Prerequisites:** Complete Story Mission: Paradise Lost
- **Rewards:** D2 "Sin Eater" (Weapon), $4,000, Region Liberated (Henbane River)!
- **Details:** You've defeated Faith, but the sheriff is still captive inside Faith's bunker stronghold. You must rescue the sheriff and destroy the building.

ENTER Faith's Bunker

This mission begins immediately after the conclusion of Story Mission: Paradise Lost. You appear deep inside Faith's Gate, Blissed out and with strange visions of Eden and stark, concrete architecture.

FIND the Sheriff

Investigate the metal staircases, passing the moose and all other illusions. Pass an altar and locate Sheriff Whitehorse, who is using all his willpower to resist the temptation to enter the next world. To save him, you must continue into this installation and shut it all down.

STOP the Bliss Production

SHUT DOWN the Central Valves (5)

Climb the stairs as Eden falls away and a valve door presents itself inside a control room. The image of Tracey Lader appears behind this valve door. Open it. In the connecting corridor beyond, tool up with your favorite killing equipment, and open a second valve door.

You can launch a massacre of the eight foes (most of them with heavy coats, meaning headshots more easily take them down) and a sniper on the balcony. But a more cunning plan is to use stealth takedowns or silenced weaponry, killing the foe near the ladder on your left as you enter; then ascend to the balcony, dropping the two foes there and then raining death down on the foes below. There's only two ladders for enemies to use, so you're pretty much guaranteed protection as you defeat the first wave of foes.

There are five spigots to turn in this chamber. The valves are attached to Bliss-producing machinery here. Shut each one down, which takes a second or so. After you close each valve, expect two to four enemy reinforcements to arrive from an upper corridor to the balcony you were just on, or the entrance you used to get here. With foresight, you can drop proximity explosives at these entrances (including the ladders at the balcony) to waylay these foes. There's around nine to fight, and more arrive at the southeast exit hatch door.

It's worth spending a few moments minimizing these threats, so the room is devoid of cultists, before continuing into an adjacent pump room; this way you won't be outflanked.

DESTROY the Central Pumps (4)

Though you might have caused some noise in the previous chamber, there's a chance you can revert to a stealth plan if you're not spotted opening the valve on the second hatch door leading into a pump chamber. This room is dangerous; there's water to your right (don't swim, as you're a sitting duck) and a set of pumps along a walkway, guarded by around eight enemies.

You can remain at the hatch door entrance and pick off foes, or you can storm in; however, don't charge too far forward, as there are numerous leaking pipes that intermittently catch fire. Step through when the flame retracts, or slide under the flames. Easily destroy the central pumps using explosives of your choice, or fire at explosive canisters near each pump; this delivers explosive death to the cultists at the same time. Or stealthily take down each foe before you're properly spotted, then return and destroy the pumps at your leisure.

ESCAPE the Bunker

For a place filled with Bliss, it's becoming increasingly clear that escape is your only option. Race and open the door marked "Floor-04." Watch the closest foe look away from you, and open the hatch door without him fully noticing you. Or, you can drop him and methodically clear the U-shaped parallel corridors of all foes. If a heavy-weapons foe is causing you trouble, high-caliber helmet-cracking bullets or proximity explosives help.

Continue to watch for spurting fire from leaking pipes as you head into a mechanical room with a service staircase on your left (east); an arrow points up to "Floor-06." Don't bolt up the stairs; instead, tag the two foes waiting at the top and two more hiding behind the top of the stairwell, and execute the ambush instead. The two rear foes are near a ladder, which leads to a fiery chamber, a hatch door, and an exit corridor, as Faith's Gate goes up in flames for good.

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Faith's Region: Cult Outposts

Overview

There are eight **cult outposts** throughout Henbane River, and all but one of them (**Eden's Convent**) grant you an in-game subregion map and a lot of items, safes, ammo, and other equipment. There is also a large concentration of well-armed Peggies. The following information grants you a map **overview**, some possible insertion points, and an optimal path for completing an outpost-clearing mission for the "Undetected" bonus (so you remove all threats without revealing your location fully, or trigger alarms and reinforcements, in order to receive a cash bonus and Challenge Point).

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Faith's Region: Cult Outposts

Drubman Marina

- **Difficulty:** ★★★
- **Alarms:** 2
- **Enemies:** 10 (5 Cultists, 1 Sniper, 1 **Heavy**, plus usually 3 foes on water craft)
- **Rewards:** Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (Drubman Marina Subregion)
- **Details:** Eden's Gate has taken over this marina and is using it as a launch spot for their water convoys.

This is a relatively small cult outpost and is relatively easy to win, though you need to remove enemies in boats as well. Only the north warehouse, between E and G, has an accessible interior. Watch for the sniper on this roof; he can easily spot you.

Though the southern rocks A are optimal, you can also approach from the north E, crouch under a gap in the north fence, grapple onto the warehouse roof, and strangle the sniper. Then sit up here and drop foes if you don't care about alarms (or if your ally is dealing with enemies elsewhere).

The docks to the west, near Silver Lake D are tricky to remain hidden at, due to patrol boats intermittently moving in from D. Use crates as cover. Note the mortar here; it starts bombarding you if the alarm is raised and foes are there to man it. You could attack from the water in a boat, though you won't be undetected. You can easily snipe the alarms from a distance before pulling your boat up to attack (or moor it away from the structure and then hike in to attack).

The shed near the junk area B has a wooden boarded window to smash, so you can gather masses of ammo inside. There's also ammo in the northern warehouse and numerous hiding spots.

Rooftops are also helpful; the green cabin F has solar panels to hide behind; otherwise you're too easily spotted in the area to the east between here and G. The roof of the central marina structure near C is a better place; climb up and use the apex as cover.

Undetected/No Alarms: Begin on the rock outcrop to the south A, tagging foes with your **binoculars**. Creep down to the junk area near the shed with the equipment B, watching a foe patrolling from G to B. Sneak up and crack a neck. Silently snipe the sniper atop the roof of the north warehouse (keep firing so he falls backward, not down near the mounted machine gun).

Sneak north around the main building, and clear the main courtyard of regular foes (use ranged silent weaponry and stealth takedowns as opportunities arise). Watch for boats patrolling near D; take out a foe from cover so they become suspicious and disembark, making them easy to hunt down with stealth.

Remain in cover at C, tagging foes with your **binoculars**; then follow them and silently shoot or strangle them (assuming they are suspicious but haven't detected you). Now sneak east and stealth-strangle the **heavy** at the entrance road. Alarms are unnecessary to switch off, though you can do this along your stealth path.

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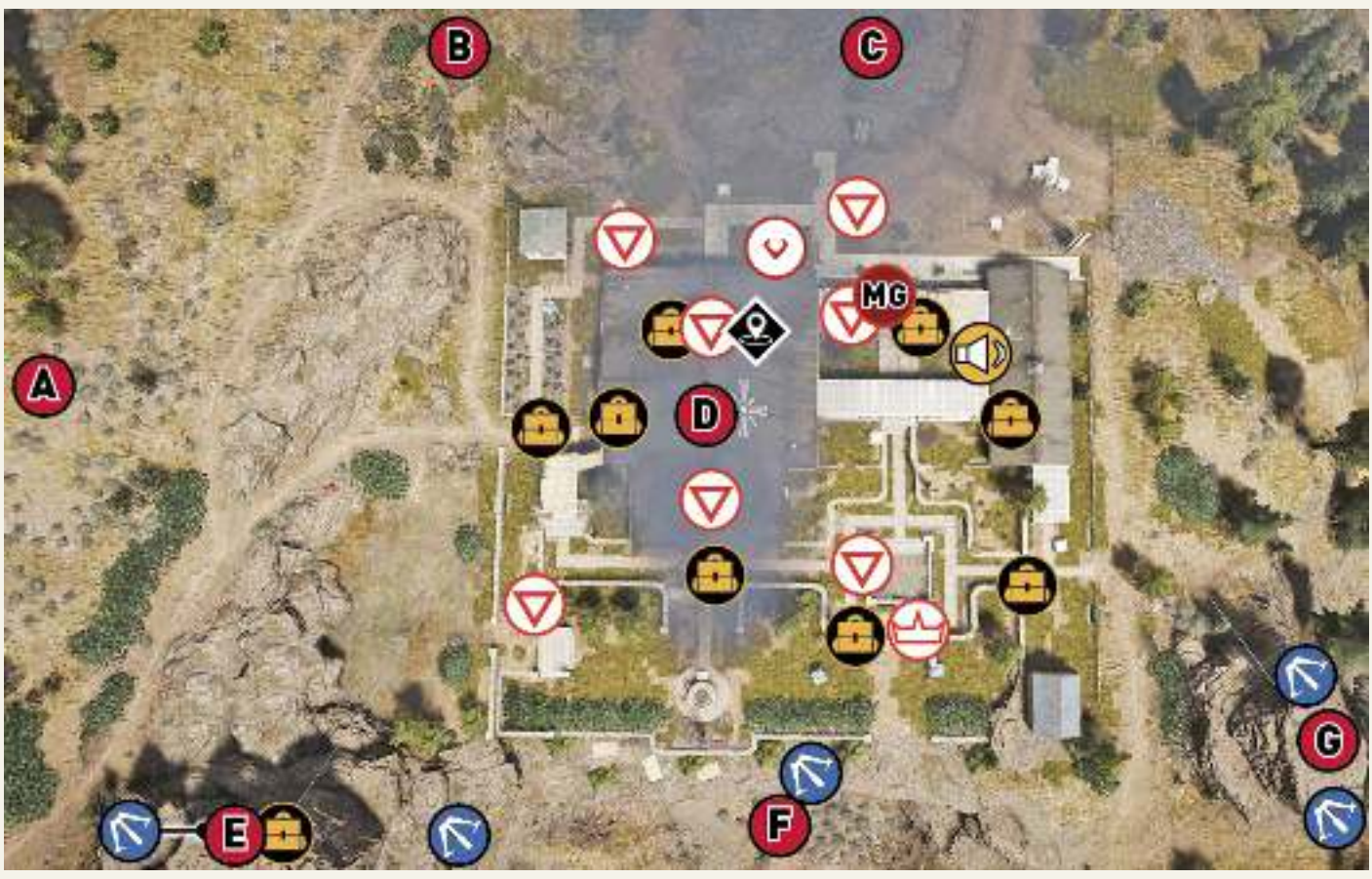
Faith's Region: Cult Outposts

Eden's Convent

- **Difficulty:** ★★
- **Alarms:** 1
- **Enemies:** 8 (5 Cultists, 1 VIP, 1 Angel, 1 Animal)
- **Rewards:** Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Magazine (Turkey Vulture)
- **Details:** The devoted can rest here during their pilgrimages as they walk the Path to Eden's Gate.



This is a straightforward location to breach, as it is extremely porous; you can infiltrate from almost any direction without too many problems. Some of the best spots to tag foes with your **binoculars** include the hillside to the west (A), the northern rock outcrops (B) and (C), and the southwest and southeast rock outcrops (E) and (G) (via zip line).

Watch for the foe patrolling the top of the pergola near the main entrance, between (D) and the alarm. He can wield the mounted machine gun if your infiltration is spotted.

There are two Angels inside the church; save them for last, though they can't raise the alarm. Also note the open window on the north roof of the church (climb onto the pergola to reach it). This leads to an interior balcony with equipment to grab.

Even the cliff to the south is an infiltration point (F)! Just grapple up here and start removing foes with the VIP. If you want to easily disarm the alarm, hop through an open window on the barracks' east side (northeast building), and creep through to the controls.

The zip lines are reasonably useful, but you're easily seen if you use them. It's better to simply skulk around, dropping foes using the optimal plan below. Also note this is the only cult outpost without a region map to find, but there is a magazine (in the main church) showing turkey vulture **hunting locations**.

Undetected/No Alarms: This path can be done with melee attacks from behind, and no ranged attacks needed at all (though feel free to vary this if you wish). Start at the hills to the west (A), tagging all foes. Creep down to the rocky pond north of (E), and strangle the foe in the southwest corner of the compound. Sneak east and strangle the VIP, then the foe with the Bliss barrel, at the garden pond. Head north, climbing on the pergola the foe is patrolling on. Strangle them near the mounted machine gun. Drop down and tackle the foe near the caged animal. Then the foe in the northwest corner; he may be suspicious, so hide behind any crate or low wall. Venture into the church (D) and strangle both Angels there to finish.

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Faith's Region: Cult Outposts

Sacred Skies Youth Camp

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 9 (6 Cultists, 1 Sniper, 2 Angels)
- **Rewards:** Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (Sacred Skies Youth Camp Subregion), Magazine (Prickly Lettuce))
- **Details:** Eden's Gate has transformed this old camp into a field of flowers that will eventually become the Bliss drug.

Though there are zip lines all around this location, including some that link additional cabins in the mountains, using these and the tree platforms is discouraged; you're easily seen and have little maneuvering capabilities. Use tree platforms to scan for foes, though.

The camp is almost completely surrounded by higher ground, except to the north where the river is. This means attacks from any direction are reasonable. If you want a clear shot of both alarm panels, shoot them from the tree platform by the east entrance (E).

Aside from the wobbly hallucinations, the Bliss field can be a reasonable place to hide while you creep up and drag foes into a melee death. Shift their corpses into the field so they aren't spotted.

There's a high concentration of foes in the main cabin structure where bliss crops are being packed (D). Don't head in there and expect to remain hidden, especially as the sniper can easily spot you.

Note that you can enter the main cabin (D) and both of the smaller cabins to the northwest (B) and northeast (C); these are good places to hide if everything goes badly.

Undetected/No Alarms: Begin at the rocky outcrop on the west side (A), tagging all foes with your **binoculars**. Crouch and head northeast, around the back of the cabin (B) and take out the sniper; use an arrow, or climb the guard tower and strangle him. Cross the Bliss field heading east to (E), then into the cabin, out to the foe by the machine-gun nest. Grab him for a silent melee kill. Ignore the Angels in the field.

Instead, concentrate on the four foes in and around (and on the roof of) the main camp building. Take them out, usually beginning with the enemy patrolling the roof (D), then those on the outside. Next, head through the door on the building's east side to tackle the foes inside. Silent headshots are advisable. Only then should you attack the two Angels in the field to finish. Note that the order of takedowns depends on whether foes are watching; make sure you deliver each kill without being witnessed.

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Faith's Region: Cult Outposts

King's Hot Springs Hotel

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 8 (7 Cultists, 1 **Heavy**))
- **Rewards:** 1987 Pygmalion Bruelag (Vehicle), Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (King's Hot Springs Hotel Subregion)
- **Details:** What could Eden's Gate possibly want with this old, abandoned hotel?

This is a deceptively small outpost location, with only eight foes and alarm panels close to each other. **Combat** is mainly limited to the hotel interior and courtyard near the hot springs. This means stealth tactics require more forethought, enemy tagging, and watching where foes are looking before you take action.

The front (northeast) entrance road to the hotel isn't the best way to start the infiltration of this location. It's better to look at the foes from higher ground to the west and south.

The **heavy** cultist usually patrols the hotel interior, which is on two main floors around a grand hall. Interior stairs on the south or exterior access lead to a separate small tower and room 301 (locked and only accessible from the exterior balcony on the southeast side). The other main priority target is a leather coat cultist looking out the main landing window, near E.

You can scan the **combat** zone from the west rocks F or southwest stream G, but an attack from here isn't the most cunning, as you're easily seen by foes from outside and inside the hotel. If you're trying to shoot both alarm panels, the northwest rocks F provide clear shots to each.

You can climb onto the roof via the grapple point balcony or a ladder at the east corner B, or via the roof of the wraparound porch. Naturally, this is a great place to hide or even drop through a skylight onto a foe guarding the great hall.

Undetected/No Alarms: The following sequence offers a straightforward takedown of all foes, and can be done without firing a shot. Begin in the woods to the southeast A. Move to the eastern porch ladder B and use that or the main hotel doors on the northeast side to enter the premises. Strangle the foe, or leap down and silently stomp him in the great room by the fireplace E. Track the **heavy**, grabbing him from behind. Then sneak up to the landing and remove the leather-coated foe, leaving five Peggies to go.

Lurk in the kitchens D, wait for a patrolling foe to stride in, and stealth-kill them. Creep out into the courtyard E and remove the two patrolling foes quickly, leaving you two enemies pouring Bliss barrels. A swift headshot for each, or strangulation, and the place is secured.

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Faith's Region: Cult Outposts

Whistling Beaver Brewery

- **Difficulty:** ★★★★
- **Alarms:** 3
- **Enemies:** 10 (7 Cultists, 1 Flamethrower, 1 Sniper, 1 VIP)
- **Rewards:** Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (Whistling Beaver Brewery Subregion)
- **Details:** Eden's Gate is transforming the processed flowers into their final form: The Bliss

This is arguably the trickiest cult outpost to liberate in Henbane River: One wrong move and you can easily have a variety of stronger enemies (the VIP, flamethrower, and sniper) all trained on you, in a tight location with several explosive barrels.

When tagging foes with **binoculars**, all but the roof sniper are at ground level, making tagging easy. However, it's wise to leave the alarm panels alone; the enemies can easily spot ones that have been tampered with, and this causes all foes to become suspicious, which doesn't help with Undetected planning. If you must shoot panels from a distance, start in the foothills to the southeast of A, shoot the south and roof panels, then move north, up the hills east of G, and complete the job. Then snipe from up here.

The interior of the brewery warehouse consists of a walkway above the main brewery area E, a chemical room F, and a tasting area G. The area is easily accessed from most directions, including the roof. Head to the roof most easily via the ladder in the northeast exterior corner, near E.

If you're trying to remain undetected, and foes are already suspicious, hiding inside the brewery is a must; the various rooms make crouching and waiting relatively easy, with numerous escape options. If in doubt, drop into the underground duct.

Undetected/No Alarms: Consider exclusively using melee takedowns from behind, as even arrows can cause foes to spot a kill and become suspicious. Begin on the hills above G. Head across to the trash bins and sneak up on the foe outside, near the north alarm. Make sure no one is watching your stealth neck-crack. Dump the corpse behind the trash bins, then climb to the roof using the exterior ladder. Check the sniper's positon sniper before sneaking behind and killing him. Descend the way you came; don't use the interior ladder.

Push open the northeast corner door and grab the foe near the silver vat E. Crack the neck of the foe in the chemical room F, retrace your steps, creep under the vat, and strangle the VIP. Then move east and grab the foe over the crate and silently slay him. If you're competent, the enemy still won't have seen anything. Lurk in the tasting room G and snap the neck of a foe here. The flamethrower dude might have spotted the dead VIP; this is helpful as he runs in, leaving the two remaining foes, allowing a sneak and neck-crack. Then check the southern exterior for two stragglers (grab the one reading the book via the tasting room window). Drop them with sneak attacks, arrows, or silenced rifle fire.

If, at any time, the enemy becomes suspicious, try to reach the upper interior gantry and kill them with headshots from cover, until only the VIP and flamethrower foes remain. Try to then get behind and throttle them.

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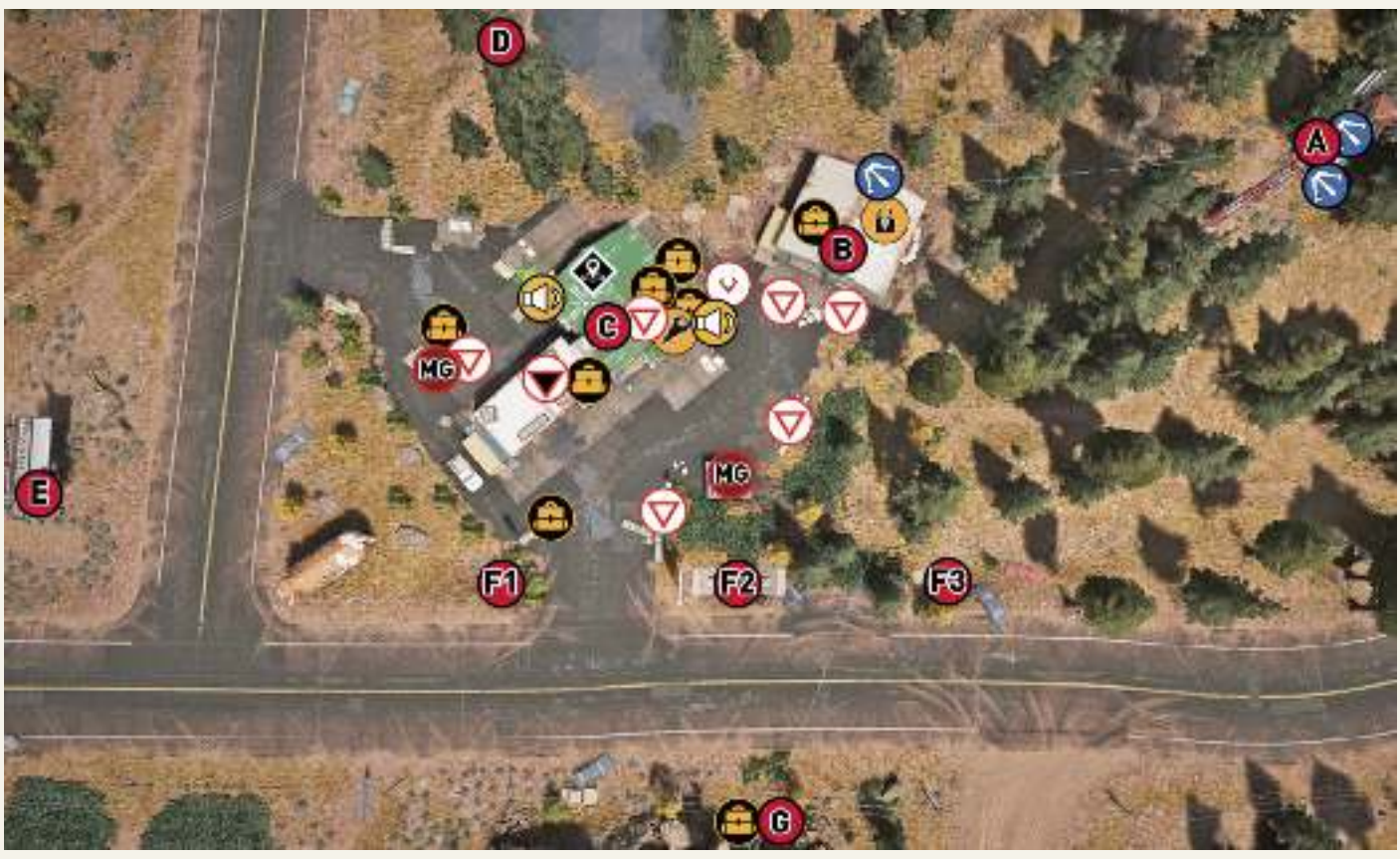
Faith's Region: Cult Outposts

Lorna's Truck Stop

- **Difficulty:** ★★
- **Alarms:** 2
- **Enemies:** 8 (7 Cultists, 1 Animal)
- **Rewards:** Badass (Outfit), Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (Lorna's Truck Stop Subregion)
- **Details:** Eden's Gate has taken all the gas from this location and is running their convoys through here.



This is a relatively straightforward outpost to overtake, as long as you don't attack from the main road junction to the southwest, near E. The billboard at E does offer cover if the situation has turned violent (and is good to use with an ally), but there are better infiltration points than this.

The southern billboard G is another spot to look across and find foes. You could then use the drainage pipes (F1, F2, F3) to hide behind and stealthily attack from, though the optimal route is safer (see below).

Shoot the cage door, setting the snarling wolf free. This causes a distraction. Otherwise, it's worth remaining silent, not just for the Undetected bonus, but also because there are two easily manned machine-gun nests on the premises. There are lots of nice explosive pumps and other dangerous canisters to also use as a distraction.

Though the antenna tower A is a great way to start your infiltration, you could check the area for foes from the north wooded area D, which offers good access to the rear of the compound, including the garage warehouse.

Has everything gone FUBAR? Then retreat to the warehouse B, which offers a grapple hook to the roof, good cover, and easy access to the woods or the shop (especially via the zip line).

Undetected/No Alarms: Grapple up to the antenna tower A to tag all the foes with your **binoculars**. Take the zip line to the roof of the garage warehouse B. Clear the immediate area of two cultists; drop down on one or sneak around. Make sure to defeat both using melee takedowns from behind. Creep south and remove the foe by the concrete barrier just east of the mounted gun. Then do the same to the foe just southwest of the same mounted gun. You can easily grab both from behind or use silenced headshots.

Ignore the caged animal. Enter the shop G, and take down the foe from behind. Exit, climbing the stacked sandbags on the shop's northeast side to access the green roof. Use the black sign for cover. Creep onto the top of the pump overhang. Strangle the foe here or shoot him from range; then kill the final foe at the western machine-gun nest. No alarms or animals need to be killed, and all kills can be melee if you wish.

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Faith's Region: Cult Outposts

Nolan's Fly Shop

- **Difficulty:** ★★★
- **Alarms:** 2
- **Enemies:** 11 (6 Cultists, 1 Sniper, 2 Animals, 2 Angels)
- **Rewards:** Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (Nolan's Fly Shop Subregion)
- **Details:** Eden's Gate is starting the process of turning their harvested flowers into their signature drug: The Bliss.

This is a relatively straightforward infiltration from any direction. However, the sniper on the roof is a big problem, as he can see most of your takedowns and foes on the ground can spot you killing him from close range and afar. The optimal path takes this into account.

Crouch down in the middle of the Bliss fields; you can pretty much tag foes with silenced gunfire from within any field area, as long as you remove the enemies above you first.

There are several hunter platforms along the eastern side of this compound, near A, B, and F. Aside from the height, they don't offer much help, as you're easily spotted and have little hiding potential. The zip lines are useful if you're in a bind, but you're easily seen.

The sniper tower D isn't worth climbing; you're a sitting duck up here. Instead, if you're creating cross-fire opportunities with an ally, have one of you on the rock outcrop E to snipe down on foes. Note that you can leap from here to the roof of the small white barn. This is also a good spot to shoot both alarm panels without repositioning.

The barn is near a caged wolverine and two foes. Smash open the back door to reach the equipment inside.

Undetected/No Alarms: Begin by tagging foes from the low wooded hills to the east D. Crawl through the Bliss to the foe outside the kitchen structure E, then head inside. Fire a silenced weapon at the two foes in the field to the west, both near the sniper tower at D. Crouch, slowly move out of the doorway at E, aim at the sniper until his head is visible, and shoot him. Head into the main structure the sniper was standing on. Shoot the foe on the porch, then strangle the Angel inside, in a quick one-two takedown.

This just leaves two foes to the south near the small barn and an Angel. Feel free to sneak around to the rock outcrop, from D to E, line up a double headshot, and kill the cultists. Then shoot or strangle the Angel and ignore the two caged wolverines. Or you can shoot both cages and let the wolverines loose to maul the cultists, though that isn't guaranteed.

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Faith's Region: Cult Outposts

Jessop Conservatory

- **Difficulty:** ★★★
- **Alarms:** 2
- **Enemies:** 11 (9 Cultists, 1 Sniper, 1 Animals)
- **Rewards:** Money, Resistance Points: 400 (Henbane River)
- **Items of Note:** Region Map (Jessop Conservatory Subregion)
- **Details:** Eden's Gate has taken over this estate and transformed it into a research and development lab for The Bliss.

This is a reasonably straightforward outpost to liberate. Just approach from the mansion house and work your way west, using the greenhouse structures and and the pergola with the machine-gun nest and sniper on it as cover.

The antenna is the place to tag foes from , though you can do this from the north woods , the rocky outcrop and water tower , or the large gully to the south , which has a small equipment stash. Shoot both alarm panels from the southern slope near the small outbuilding garage for a quick double takedown (or from the machine-gun nest).

Hide bodies, and yourself, in the Bliss fields if you're trying a clandestine approach. The two greenhouses are also great for hiding, and you can defeat foes and leave their corpses without too much worry about them being discovered.

Leave the sniper on the pergola until last, as you'll be spotted taking him down, and foes become suspicious of something going on. Instead, remove most of the other enemies. Or, remain in the mansion, and tag everyone from the upstairs windows after removing the foe up here. You draw suspicion but can easily remove all foes before they fully see you.

Distractions are easier to attempt, as you can set fire to the Bliss crops. There's also excellent cross-fire opportunities with one of you in the mansion while the other takes shots from the antenna or the water tower .

Undetected/No Alarms: After getting a great view and after tagging all enemies with your **binoculars** from the antenna tower , slide down the zip line attached to the mansion house, creep through the back window, and remove the foe in the upstairs hallway looking through the windows. Head southeast, shooting the foe near the pickup through the open doorway to the southwest (or creep around the garage to kill him with bare hands). Ignore the sniper patrolling the pergola roof in the middle of the compound; instead, pass by the alarm by the mansion (you can actually head under the sniper using the pergola as cover), heading northeast and defeating the foe here. Then defeat another inside greenhouse #2 , before tracking a foe moving around the Bliss field to the north. Drop another foe in the northwest concrete courtyard by the caged wolverine. Now mop up the rest, starting with the sniper, and the final few foes around greenhouse #1.

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Faith's Region: Prepper Stashes

Overview

Henbane River has nine **Prepper** Stashes hidden away from prying eyes. They are listed as they (roughly) appear from northwest to southeast, in each of the subregions. Don't forget that some stashes have additional rewards (as well as money and perk magazines); find these in the in-game journal and by searching within the location. Gather these stashes right now; they grant you three Perk Points for each one you uncover!

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Faith's Region: Prepper Stashes

Prepper Stash: Shipwreck

- **Location:** Tanami Residence (Water Treatment Plant Subregion)
- **Rewards:** Prepper's Treasure: $1,000, Perk Magazines (3)
- **Details:** A crashed dredge has revealed a hidden bunker.

ACTIVATE Dredge Controls

Check the Prepper's Note in the metal box outside the cabin. Swim along the southern side of the dredger, through the open window, then north, east (right), and south (right again).

Head up some steps to an upper hull you can stand on. Climb the ladder, then go down the stairs to the sparking controls. Flip the lever.

ENTER the Bunker

The dredger grinds away a section of the island. Jump through the window by the lever, swimming west into an underwater cave under the island. Surface inside a small cave, climb out to the north, and work your way along a narrow tunnel. Dive into the continuation of the underwater tunnel, until you reach a shaft. Surface at the hatch at the top of it. You're in the bunker! Slay a possible rattlesnake and gather rewards from the metal table, including the Tanami Bunker Key Card. Use this on the locked door, which leads to a safe, a note, and a second hatch up to the surface exit by the cabin.

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Faith's Region: Prepper Stashes

Prepper Stash: Pooper Scooper

- **Location:** Silver Lake Summer Camp (Water Treatment Plant Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** The cult is rounding up dogs at the summer camp. The Resistance fed one of them the key to their supply cache.

FIND the Cabin's Key

After dropping two or three cultists and reading the **Prepper** Note clue in the box by the main exterior sign, climb the roof of the main office's front porch. Smash the wood across the upstairs window, and enter the office building. Currently, a pack of dogs, which have been cruelly shut into this space, are running wild.

This includes an impressive amount of fecal matter. Feel free to check every room, in which the dogs have left a variety of "gifts." If you make it to the kitchen without gagging, listen to the phone message, and your worst fears are granted. You need to scavenge through the droppings at turd central.

FIND the Stash

Interact with the dog stool (try rummaging through the logs atop the stairs on the shag carpet) until you find the Summer Camp Cabin Key Card. Use it to open the porch door, freeing the mutts. Then venture outside to the three cabins: #1 has a nasty wolverine inside, **#2 has all your reward items**, and #3 has the largest supply of dog food in Hope County. Grab everything you can from the second cabin.

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Faith's Region: Prepper Stashes

Prepper Stash: Animal Control

- **Location:** Howling Cave (**Drubman Marina** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** Eden's Gate soldiers are reaping wolves from Howling Cave. Go raid their equipment on behalf of The Resistance.

FIND the Stash

Head up the dirt road to the mouth of Howling Cave, where you find a **Prepper** Note prior to spotting two cultists guarding a cage with a wolf in it. They are easily slain using stealth or by shooting the cage so the wolf leaps at them. Enter the cave, ignoring any Faith hallucinations and defeating a couple of wolves; then grapple to an upper passage above you.

Drop down into a watery hole, climb out, and head down a passage into a larger, main cave. Here, three cultists are moving equipment. Make short work of them, ignoring or freeing the caged wolf as you go. Grapple up to the parked helicopter, where the stash is (on a nearby pallet). Then leave by carefully flying the chopper out of the other cave exit or grappling there.

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Faith's Region: Prepper Stashes

Prepper Stash: Overwatch

- **Location:** Taft Lookout Tower (**Drubman Marina** Subregion)
- **Rewards:** Flight Crew (Outfit), **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** A squad of Resistance members have climbed Raptor Peak. Find them.

GO TO Raptor Peak Trail

As you ascend the steep mountain trail to Taft Lookout Tower, expect around five enemies at this location, including a sniper. Attack from the lower ground, using your preferred takedown methods (you can shoot up through the deck floor to easily kill the sniper). Inspect the **Prepper** Note inside the metal box in the tower room. Then use a quad or hike up to the base of Raptor Peak.

CLIMB UP Raptor Peak

When you reach the trail, begin carefully climbing and grappling up. Always look up for grapple hooks and use them whenever you can. Swing across and release the rope to grab far ledges (with blue rope). Methodically check areas so you don't miss climbing **locations**. Swing across and head through a small tunnel, up to a couple of precarious logs. Cross these, then head up to a camp where Resistance members are under eagle attack. Help if you wish to slay these birds. A smoke grenade scares them off. Check around to the northwest to a tent and the stash you seek. Afterward, optionally climb to the peak so you can fly off using a wingsuit.

Or, you can simply fly to the top of the peak in a helicopter, parachute down, and grab the stash easily.

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Faith's Region: Prepper Stashes

Prepper Stash: Dead Man's Treasure

- **Location:** Dead Man's Mill (**Sacred Skies Youth Camp** Sub-Region)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** The Resistance stashed some gear somewhere near the ruins of an old water mill.

TAKE the Wheel.

STOP the Waterfall.

Approach Dead Man's Mill from the main dirt road above and west of the tumbledown mill. Check the area and remove the light cult presence before reading the **Prepper** Note near the mill structure. Drop down, head underneath the mill (watching for skunks!), and climb up into the mill. Grab the rusting metal wheel, then zip-line from the nearby open window to a wooden dam at the edge of a long waterfall. Place the wheel on the dam to make a spigot, and shut off the water.

FIND the Stash

This allows you to (carefully) rappel down the waterfall cliff face, using a grapple hook below. Descend facing the cliff wall, until you see a cave entrance; swing and release, dropping into the cave around halfway down the cliff (previously inaccessible). Follow the cave tunnel to the dead-end stash, gathering the goodies; then head back out and dive into the lake below.

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Faith's Region: Prepper Stashes

Prepper Stash: The Angel's Grave

- **Location:** Horned Serpent Cave (**King's Hot Springs Hotel** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** Eden's Gate throws their broken Angles into this sulfur cave. They also stash some nice gear here. Be a shame if someone stole it.

ENTER Horned Serpent Cave

After a sweep of any minor cultist threats, ascend the rock steps to the (barred) cave mouth to read the **Prepper** Note, which mentions an alternate entrance. Climb the grapple points above the cave entrance and head up the rock gully, slaying around three foes at the large crevasse atop the hill. Carefully drop down into the secondary entrance to this cave complex.

FIND the Stash

Grapple and descend. Remain above the boiling sulfur pools, using the rocks, blue ropes, and grapple points to swing through the tunnels and caverns. Lanterns mark your path. Zip-line to some interior rock steps, then head up and around to a Peggie and his dog. They are guarding the stash you crave. Gather it, and exit via the adjacent, now-open barred gate.

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Faith's Region: Prepper Stashes

Prepper Stash: O'Hara's Haunted House

- **Location:** O'Hara's Haunted House (**Lorna's Truck Stop** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** What horrible secrets await you inside O'Hara's Haunted House?

TURN ON the Power

Read the **Prepper** Note attached to the barn entrance box, then climb on the adjacent cottage roof. Drop onto a wooden platform of scaffold rods and into an otherwise-inaccessible attic area with a comic book and an electrical switch. Pull the switch to activate the barn and push open the entrance door.

ENTER the Haunted Barn

FIND the Stash

Enter the haunted barn, and weave your way through until you reach a blue rope. Climb that into the attic space above the main attraction, where the production area and the stash have been set up. You can do this without firing a shot.

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Faith's Region: Prepper Stashes

Prepper Stash: Side Effects

- **Location:** Bright Warden Radon Spa (**Nolan's Fly Shop** Subregion)
- **Rewards:** **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** Eden's Gate used an old radon health mine as a storage facility. Find out what they've stashed inside it.

FIND a Way to Access the Stash

Enter the mine entrance after reading the **Prepper** Note outside. To the right is the locked chamber where the stash is. To the left is a tunnel and the crumpled forms of Angels and their victims. Head through the tunnel system; Faith appears as both auditory and visual shadow hallucinations as you carefully head deeper into the cave system. Shoot the blockages, watch the poltergeist activity, and venture farther. Watch for a snake behind the green door alcove.

FIND the Stash

Use a grapple hook, or jump across the Bliss-filled tunnel hole (it isn't fatal if you fall). Shoot the blocked doorway down the steps, cross the cavern with the lit scaffold platforms, and enter the dead-end tunnel. Flip the power switch. Retrace your steps; expect around six Angels to wake up along the way. Kill them with headshots. Check a side alcove, with the "big hole" in the tunnel floor, for a safe and other goodies. Push open the now-unlocked stash door at the entrance.

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Faith's Region: Prepper Stashes

Prepper Stash: Getaway

- **Location:** McCallough's Garage (**Nolan's Fly Shop** Subregion)
- **Rewards:** 1973 Pygmalion SSR (Vehicle), **Prepper**'s Treasure: $1,000, Perk Magazines (3)
- **Details:** Find your way through McCallough's garage to find his **Prepper** Stash and getaway car.

FIND the Key

Remove any Angels around this garage structure; then enter the garage and read the **Prepper** Note on the metal table near the locked and barred area, with the double-locked doors. Head outside. Shoot out the planks preventing you from accessing the garage bay, head inside, and press the garage door opener so the car rolls down the ramp. Hop across the ramp, entering the crate-filled office area. Maneuver across, then under a red metal workhorse, watching for a surprise wolverine. Check the toilet; the McCallough's Garage Key Card is hanging from a hook above the toilet roll holder.

FIND the Stash

Shoot the skylight lock so you can climb two adjacent crates, push open the skylight cover, and ascend onto the roof. This is quicker than retracing your steps. Drop down, head back to the double-locked doors, and open both of them to claim your stash and a classic muscle car.

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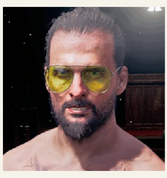
Joseph's Region: Cult Compound

Story Mission: Where It All Began

- **Prerequisites:** Defeat all of Joseph's heralds to force a confrontation with the Father: Liberate Holland Valley, Liberate Whitetail Mountains, Liberate Henbane River.
- **Rewards:** $3,000
- **Details:** The Father has called you out for a final confrontation. Meet him at his compound.

REACH the Father's Compound



Joseph Seed

Load up your favored close-combat weapon (a shotgun is ideal), along with a multitude of projectiles and other favorite guns. You know, just in case. Locate Joseph's Compound—the church on the small central island north of Dutch's Island, where you first attempted to arrest Joseph Seed. You're let in without a problem; in fact, there's nobody around. Head to the church.

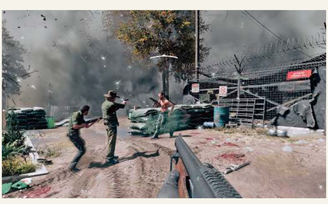
Joseph Seed appears. His soliloquy leaves you something to think about: your fate and that of the law enforcement team you arrived with hangs in the balance. Just as he requested the first time you met, he is giving you one final chance. You can:

- **Resist:** Ignore Joseph's request and face him until the end.
- **Walk Away:** Leave with Sheriff Whitehorse, Deputy Hudson, and Pratt. Joseph Seed keeps his "flock," which includes the surviving leaders of the Resistance (who are Blissed out and under Joseph's spell).

RESIST: FIGHT the Father

REVIVE Your Friends (3)

As the sun turns black and the Bliss is spilled, you are thrown into a chaotic maelstrom. You must "turn" Sheriff Whitehorse, Deputy Hudson, and Deputy Pratt. Achieve this by shooting them; concentrating on one at a time; then revive them, which snaps them out of their Bliss stupor, ready to fight with you, rather than against you. Whenever Joseph presents his sinewy midriff in your direction, shoot it once revival possibilities are exhausted. Take every opportunity to remove him temporarily as you revive your three comrades. Reviving your three friends is the priority, and it will take multiple revivals. The more friends you have with you, the better your chances of survival.



FIGHT the Father

REVIVE Your Friends (7)

The battle progresses farther into the compound. Four additional souls must be saved from the Bliss: Pastor Jerome Jeffries, Mary May Fairgrave, Tammy Barnes, and Nick Rye. Concentrate on reviving fallen friends both old and new; then assault in greater numbers. Defeat Judge Wolves when they appear, and force Joseph back. Victory will occur when you outnumber the enemy, and they are fighting for you, not against you.

NEUTRALIZE the Father

REVIVE Your Friends (12)

The culmination of the battle occurs as you fight toward the church. Wheaty, Hurk Drubman Jr., Tracey Lader, Jess Black, and Grace Armstrong are the final friends who must be shot, then revived to fight alongside you. Naturally, expect chaos with Joseph intermittently causing a disturbance, and the tide gradually turning as you concentrate on shooting, then reviving your team when they need it. Beware of Hurk Drubman Jr. in particular, as he's brandishing an RPG. You have two goals:

- Finding new teammates possessed by Bliss and shooting them until they collapse, then reviving them.
- Keeping the team revived, even more so than shooting Joseph or other enemies (unless they are teammates yet to be revived).

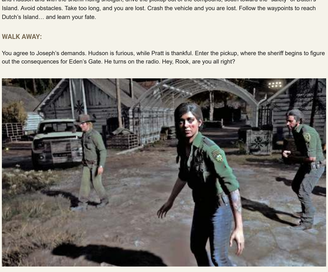
Continue this until you corner Joseph. Blast him continuously until he finally yields and the clouds of Bliss begin to dissipate.

REACH Dutch's Bunker Before It's Too Late (02:30)

Defeating Joseph Seed is but a portent to the Collapse. Scramble to the vehicle: With Joseph in the back, guarded by Pratt and Hudson and with the sheriff riding shotgun, drive the pickup out of the compound, south toward the "safety" of Dutch's Island. Avoid obstacles. Take too long, and you are lost. Crash the vehicle and you are lost. Follow the waypoints to reach Dutch's Island… and learn your fate.

WALK AWAY:

You agree to Joseph's demands. Hudson is furious, while Pratt is thankful. Enter the pickup, where the sheriff begins to figure out the consequences for Eden's Gate. He turns on the radio. Hey, Rook, are you all right?



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Atlas Of Hope County

Overview: Regional Conflicts

This Atlas is divided into the same main regions that appear in your Map menu. However, there is additional data compared to your in-game maps:

Regions

The following Regions are detailed:

Dutch's Region: Dutch's Island: The small central island where Dutch hides out, and where you learn how to survive and begin the Resistance.

John's Region: Holland Valley: The southwestern third of Hope County is ruled by John Seed, and it is recommended to find allies here first; head into the Gardenview Orchards area before liberating Fall's End.

Jacob's Region: Whitetail Mountains: The northern third is a mountainous region where Jacob Seed resides. There are few **locations**, more hiking and grappling, and **the Whitetail Militia** need to be contacted here.

Faith's Region: Henbane River: The southeastern region is renowned for its Bliss drug production, and pilgrimage to a giant statue of Joseph Seed. Faith Seed provides the hallucinatory horrors in these parts.

Joseph's Region: Cult Compound: This is where the prologue and epilogue **missions** occur. You escape from here to Dutch's Island. Return before the final confrontation with Joseph, and there's slim pickings.

Sub-Regions

In order to more easily see the wealth of people and places, items and equipment, and animals and flora; the three largest regions are further divided into Sub-Regions, which don't appear on your in-game map. Each sub-region boundary follows a rough and arbitrary line based on the in-game Region Maps you find; usually at a Cult Outpost. So it's little surprise to learn that almost all the Sub-Regions are named for the Cult Outpost that dominates that immediate area. Wherever possible, sub-region boundaries follow roads, trails, or ridgelines so you can easily see where you are.

Location Data

Within each sub-region, expect a map with pertinent and general information, before each location is given a thorough inspection, as follows:

Number, Name and Photograph: The assigned number, name and picture of the Cult Outpost, Cult Property, Primary Location, or Secondary Location.

Elements of Interest: A list of interesting or helpful information so you know what to expect at each location, ranging from available ammunition and items to collectibles, and more. In addition, there's a list of **missions** you can start at the location, any rewards and difficulty (**Cult Outposts**), and whether a Specialist can be added to your Roster here.

Description: Finally, a small description follows.

A Note on Compass Direction: Each map throughout the **Missions** and Atlas chapters have been rotated so that North is "up", easing your sense of direction in challenging terrain.

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Atlas Of Hope County

Map Legend

Each location has a particular icon, value, and information assigned to it. Here's what it all means:

Locations: Legend

Cult Outpost: This is a large-scale cult operation, and easily spotted from the air or distance as a plume of black smoke is visible from each one. There are 21 **Cult Outposts** across all regions.

Cult Property: These are small, lightly-guarded and destructible structures that the cult is using, and crippling them increases your resistance. There are 42 to find: Seek them out when you can; each is related to a side mission, as follows:

REGION	CULT PROPERTY TYPE	NUMBER	RELATED SIDE MISSION (AND CHARACTER)
Dutch's Island	Shrine	2	None
Holland Valley	Silo	14	Light 'Em Up (Kim Rye)
Whitetail Mountains	Wolf Beacon	10	Call of the Wild (Tammy Barnes)
Henbane River	Shrine	16	False Idols (Tracey Lader)

Primary Location: These are the majority of the **locations** to find (and then Fast-Travel back to) across the county. They range in size from small cabins to large compounds, and all have an abundance of interesting assets to find. The guide atlas tracks all 172 of them!

Primary Location (Dock or Helipad): Some **locations**, particularly large **cult outposts**, may have a dock or helipad that also can be fast-traveled to once they are discovered. This atlas shows you where they are; expect to purchase Boats and **Helicopters** at these **locations**.

Secondary Location: These are not shown at any point on your in-game map; they are hidden **locations**; usually small, and sometimes have items of note to find (such as Perk Magazines). The guide shows you where all 144 of these are, too.

Tertiary Location: All of the Sub-Region maps in this guide also show you Tertiary **locations**. This is basically a spot in the road, a trail, or in the wilderness where “something” can be looted or scavenged, or studied. Expect these tiny **locations** to contain an abandoned campsite, a strange cult totem, immolated bodies, a bonfire, or other areas of minor interest.

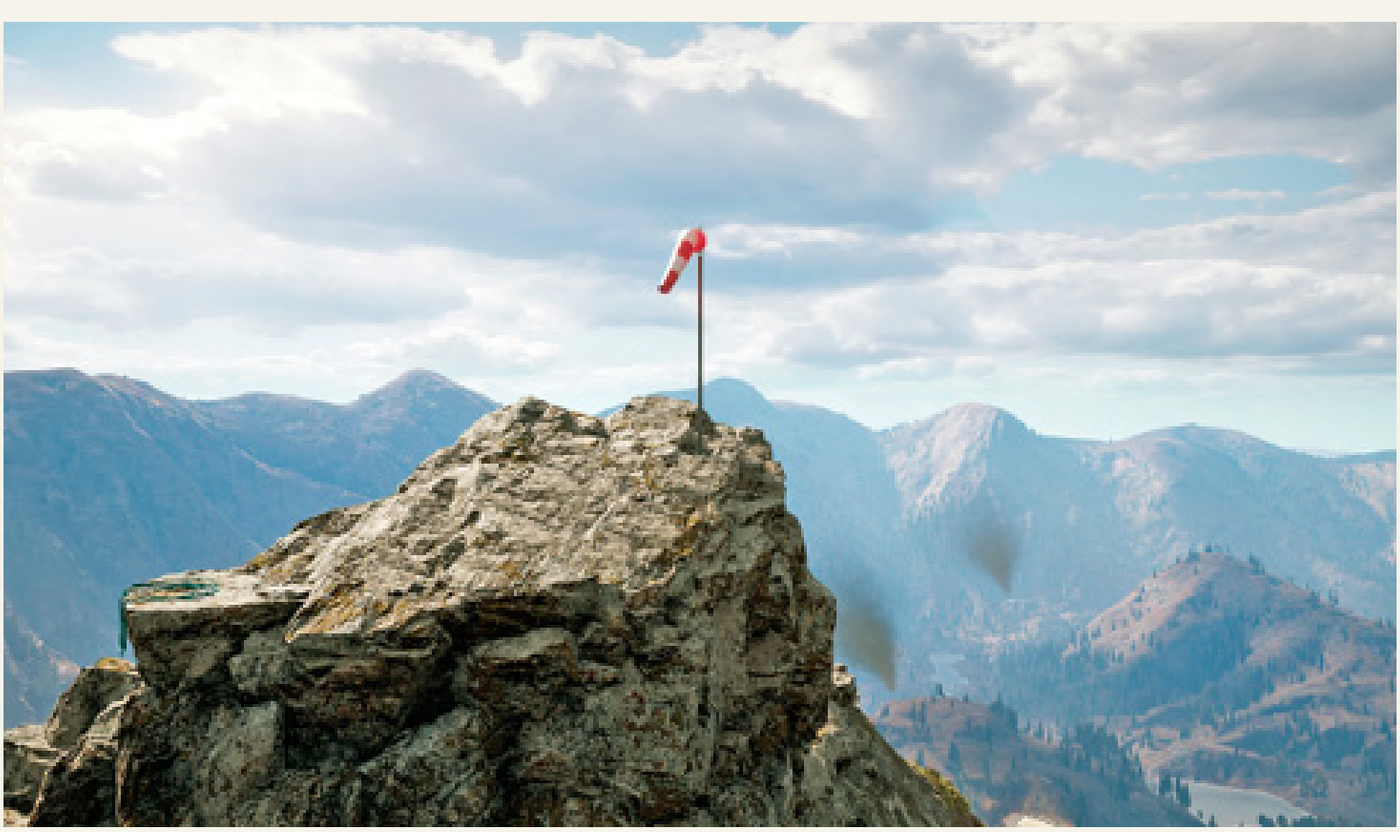
Tertiary Location (Climbing): If you want to know where the major grapple spots are in Whitetail Mountains and Henbane River, then look for these dots; this can show you where you can grapple, thus saving you time taking longer

trails.

Activities: Legend

Need to take a break from breathing in the Bliss and slapping around Peggies? Then make time to take in the country, stumbling upon clues to various activities; either by reading a road or trail sign that indicates a nearby activity, finding a magazine that reveals most (but not all) of the **hunting**, **fishing**, and foraging opportunities, or stumble into an activity as you explore. There are four main types:

Base Jumping: Purchase a Wing Suit (or your flying turns into more of a plummet), and then search out Base Jump **locations** across Hope County. Each official (marked) base jump has a wind-sock by it.



Hunting: You have a vast number of wild animals to hunt for sport, and the skins you can craft and sell. These are divided into animals and birds, and most (but not all) of an animal's **hunting** grounds can be revealed by finding a magazine; there

are 32 scattered across the county. However, there are hundreds of **hunting** **locations** to find. Check the **World** Map and Sub-Region maps for all of these.

Fishing: Take a stroll or a boat down a river, or wade into a lake, and you may uncover a **fishing** spot. Clues to where fish are abundant are easily spotted; look for ripples in the water, and even fish jumping!

	Hunting: American Black Bear
	Hunting: Bald Eagle
	Hunting: Bison
	Hunting: Caribou
	Hunting: Cougar
	Hunting: Duck
	Hunting: Elk
	Hunting: Grey Wolf
	Hunting: Grizzly Bear
	Hunting: Hare
	Hunting: Moose
PH	**Hunting**: Pronghorn

	Hunting: Ruffled Grouse
	Hunting: Turkey
	Hunting: Turkey Vulture
WTD	**Hunting**: White Tailed Deer
	Hunting: Wild Boar
	Hunting: Wolverine

Learn the ropes of **fishing** by speaking to Skylar Kohrs over in Whitetail Mountains. Note that any **fishing** location marked with an asterisk (*) indicates the fish are more difficult to catch here (and usually bigger).

LMB	**Fishing**: Largemouth Bass
RB	**Fishing**: Rock Bass
SMB	**Fishing**: Smallmouth Bass
ARS	**Fishing**: Arctic Grayling Salmon
CS	**Fishing**: Chinook Salmon
KS	**Fishing**: Kokanee Salmon
PDS	**Fishing**: Paddlefish Sturgeon

PLS	**Fishing**: Pallid Sturgeon
RT	**Fishing**: Bull Trout
GT	**Fishing**: Golden Trout
LT	**Fishing**: Lake Trout
RT	**Fishing**: Rainbow Trout

Plant Foraging: Need to add to your holistics? Then there's a variety of wild plant life to pick. This atlas shows you the largest concentrations of these, but you can also find smaller crops or individual plants too (these are not tracked).

	Plant: Blue Lupine
	Plant: Prairie Fire
	Plant: Jimson Weed
	Plant: Mustard
	Plant: Prickly Lettuce

Elements of Interest: Legend

+RP: +Resistance Points: This location usually requires destruction or liberation, resulting in a boost to your RPs; useful if you're attempting to overthrow the Seed family member in the region.

Ammo: (Few), (Plenty), (Haul!): There's a small, medium, or large amount of weaponry (including **melee weapons** as well as ammunition) at this location.

Barrels (Bliss): The enemy is storing one or more bliss barrels at this location. Expect Bliss effects and explosions if these are destroyed.

Bliss (Effect): This area may have fields, mist, or other Bliss-related effects that can cause hallucinations. This is more prevalent in the Henbane River region.

Character of Note: This location has a named person of importance who almost always has one or more **missions** for you to undertake. Need to start a mission? Look for **locations** with these good folks.

Climbing Spots, Grapple Spots, Ziplines: If you're wanting a workout, or a more cunning method of infiltrating an area, you can use Climbing Spots (ladders, stepped rock areas), Grapple Spots (the hooks you hoist yourself up at), or Ziplines (the blue rope lines allowing quick descents into or out of areas).

Collectible: This location has one of the six collectible items to find. These can be seen in the environment before or after you speak to the appropriate person and gather all collectibles for a particular mission. The collectibles are:

COLLECTIBLE	#	CHARACTER	LOCATION	MISSION
Cheeseburger Bobblehead	10	Dave Fowler	Fowler's Retreat (Whitetail Mountains)	Side Mission: Mint Condition
Collectible Comic Book (Mars, Vietnam, Zombie)	12	Nadine Abercrombie	Dodd Residence (Holland Valley)	Side Mission: Golden Age Nostalgia
Cougars Collectible Baseball Cards	9	George Wilson	Oberlin Picnic Area (Whitetail Mountains)	Side Mission: Grand Slam
Vietnam Lighters	12	Wendel Redler	Redler Residence (Holland Valley)	Side Mission: What They Carried
Vinyl Crates	10	Wheaty	Wolf's Den (Whitetail Mountains)	Side Mission: Turn the Tables
Whiskey Casks	15	Sherri Woodhouse	Can of Worms Fishing Store (Henbane River)	Side Mission: Whiskey River

Enemy (Animal), (Cultist): Expect one or more dangerous animals, or well-armed cultists, to be at this location. Bring enough firepower to even the score.

Fangs for Hire: A trained animal is available at this location that you can add to your Roster. A dog named Boomer (Rae-Rae's Pumpkin Farm in Holland Valley); a bear named Cheeseburger (Linero Building Supplies in Whitetail Mountain with the mission active); and a cougar named Peaches (near Peaches Taxidermy in Henbane River).

Far Cry Arcade (Editor), (Poster): This location has access to the Far Cry Editor (if you interact with the arcade cabinet), or online activities (if you interact with the poster).

Fishing Location: This location is by a body of water, and fish can be caught, though an actual **fishing** location where specific fish types are caught, is a better location to reach.

(Explosive); Barrels, Gas Canisters, Gas Canisters (Tube), Propane Tanks (Large), Propane Tanks (Small): If a location has any of these environmental hazards, expect them to explode, may noise, inflict damage on property and people, and possible start a fire. This is good for taking down foes, but bad if attempting stealth approaches, or if innocents are in the vicinity: React accordingly.

Gun for Hire: A member of the militia is usually at this location, and able to be hired to help you (usually after you liberate them, or the location itself).

	Specialist: Adelaide
	Specialist: Boomer
	Specialist: Cheeseburger
	Specialist: Grace
	Specialist: Hurk
	Specialist: Jess
	Specialist: Nick
	Specialist: Peaches
	Specialist: Sharky

Hostage (Liberate): There is a possibility of an innocent civilian, or militia member, being held against their will at this location.

Item of Note (Documents), (Key), (Magazine: Perk), (Map): This location has an item to keep a look out for:

Documents: Paperwork, hints, or lore on pieces of paper, or recorded telephone messages, giving you a flavor of the ongoing horrors, and sometimes a hint at a location of a cult property or mission.

Key: A gold key, or keycard, is available at this location, after which a locked door to items and equipment can be opened (if you don't have the Locksmith perk).

Magazine: Perk: A magazine that instantly grants you a Perk point is at this location. Note that every **Prepper** Stash has three of these. Grab them!

Map: This location has a Sub-Region map of the area, revealing some (but not all) of the Primary **Locations** within the Sub-Region, on your in-game map. These are usually found at Cult Outpwsts. There are also two Clutch Nixon Stunt maps to find; each shows where all of these Side **Missions** begin. All the available maps are listed here:

REGION	LOCATION	MAP AVAILABLE
Dutch's Island	**Ranger Station**	Map: Dutch's Island Region
Holland Valley	Silver Lake Trailer Park	Map: Gardenview Sub-Region
Holland Valley	**Copperhead Rail Yard**	Map: **Copperhead Rail Yard** Sub-Region
Holland Valley	US Auto	Map: US Auto Sub-Region
Holland Valley	Green-Busch Fertilizer Co.	Map: Green-Busch Fertilizer Co. Sub-Region
Holland Valley	**Sunrise Farm**	Map: **Sunrise Farm** Sub-Region
Holland Valley	Lamb of God Church	Map: Lamb of God Church Sub-Region
Holland Valley	**Seed Ranch**	Map: **Seed Ranch** Sub-Region
Holland Valley	**Kellett Cattle Co.**	Map: **Kellett Cattle Co.** Sub-Region
Holland Valley	Fall's End	Map: Clutch Nixon Stunts
Whitetail Mountains	**PIN-K0 Radar Station**	Map: **PIN-K0 Radar Station** Sub-Region

Whitetail Mountains	**Whitetail Park Ranger Station**	Map: **Whitetail Park Ranger Station** Sub-Region
Whitetail Mountains	**F.A.N.G. Center**	Map: **F.A.N.G. Center** Sub-Region
Whitetail Mountains	Baron Lumber Mill	Map: Baron Lumber Mill Sub-Region
Whitetail Mountains	**Elk Jaw Lodge**	Map: **Elk Jaw Lodge** Sub-Region
Henbane River	Water Treatment Plant	Map: Water Treatment Plant Sub-Region
Henbane River	**Drubman Marina**	Map: **Drubman Marina** Sub-Region
Henbane River	**Sacred Skies Youth Camp**	Map: **Sacred Skies Youth Camp** Sub-Region
Henbane River	**King's Hot Springs Hotel**	Map: **King's Hot Springs Hotel** Sub-Region
Henbane River	Moonflower Trailer Park	Map: Clutch Nixon Stunts
Henbane River	**Whistling Beaver Brewery**	Map: **Whistling Beaver Brewery** Sub-Region
Henbane River	**Lorna's Truck Stop**	Map: **Lorna's Truck Stop** Sub-Region
Henbane River	**Nolan's Fly Shop**	Map: **Nolan's Fly Shop** Sub-Region
Henbane River	**Jessop Conservatory**	Map: **Jessop Conservatory** Sub-Region

(There is no map available for Joseph's Region)

Item of Note (Magazine: Fishing, Hunting, Plants): If a location is showing one of these magazines is here, grab it! Each magazine is related to a specific type of animal you can hunt, fish you can catch, or plant you can pick: And **locations** to find them now appear on your **World** Map. Find all 32 magazines, and all foraging spots are found!

Items ($), (Few, Plenty, Haul!), (Safe): Like the Ammo note, this informs you whether the location as a small, medium, or large amount of medkits, **crafting** objects, or other none-weapon-based equipment to gather. "$" indicates a good amount of cash is available. "Safe" indicates a safe (unlocked using the Locksmith Perk) is at this location.

Landmark: This indicates whether the location is an imposing structure, or one you can see from a distance; useful if you're navigating an unexplored area, or by air.

Lock and (no) Key: This indicates if the area has a locked door, requiring either a key (always found at the same location), or a Locksmith Perk to open. Occasionally, locked doors are opened as part of a mission.

Prepper Stash: This location has a clue to a **Prepper** Stash in the vicinity (usually, but not always at the location). There are 28 to find throughout Hope County.

Shop (Boatshed), (Garage), (General), (Hangar), (Helicopter): If you're wanting to sell or trade items for equipment or Boats, Cars, Planes, or **Helicopters**, then look for these icons or flags. Note that there are a number of wandering hunters that act as a General Shop; usually found at a **Hunting** location. These are not tracked on the guide map, but appear on your in-game map.

	Boat Shop
	Car Shop
	General Shop
	Helicopter Shop
	Plane Shop

Underground: The location in question has an underground component. These are usually bunkers, but extensive mining or tunnels are also found. Each Seed family member's base also has a large-scale underground area to navigate (mission only).

Vehicle (Boat), (Car/Truck), (Jetski), (Plane), (Tractor), (Trailer), (Quad): Expect a high possibility of one or more of the previously-listed **vehicles** to be at this location.

Vista: Stop a moment. Let out a few deep breaths. Look around at the majesty of the wilderness: This location is particularly breathtaking.

Warning! (Alarm!), (Mortar!), (Mounted MG!): Cult defenses are active at this location; expect alarm poles (which cult members can activate to receive reinforcements at **Cult Outposts**); Mortars (causing havoc as projectiles drop on you over a wide area); or Mounted machine-gun nests (which can rake you with hard-hitting gunfire in seconds). Note you can destroy alarms, or commandeer mortars or nests to even the score!

MISSION ICONS

Some of the icons shown on these pages only appear within the Missions chapter of this guide, on maps with relevant elements of interest on them.

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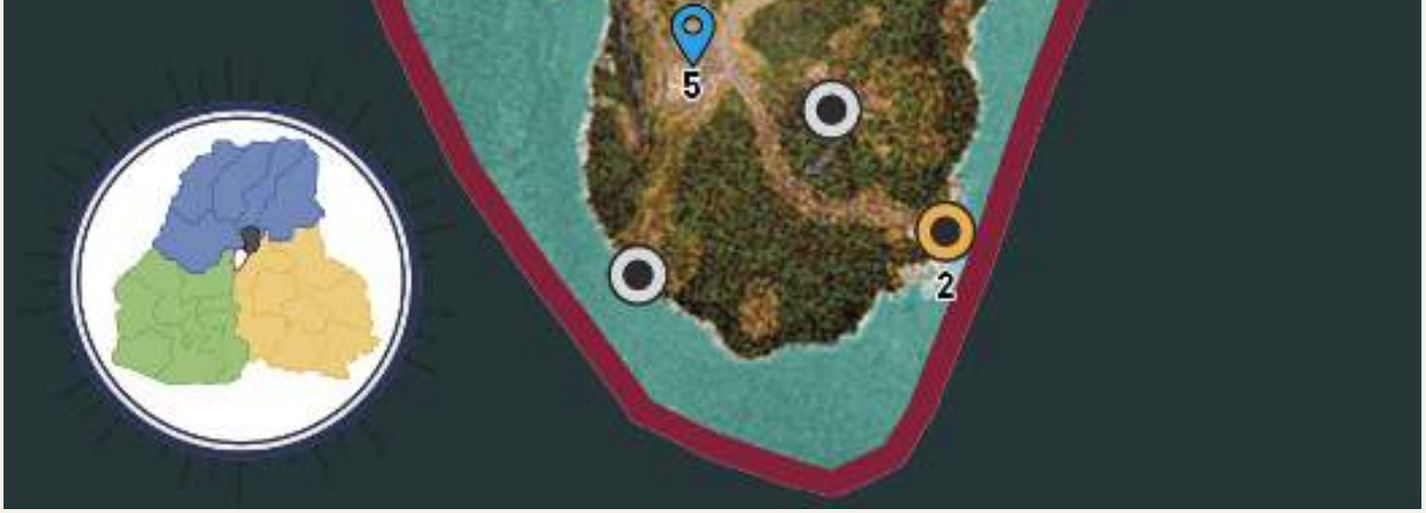
Dutch's Region

Overview

This is Dutch's territory, which is comprised of a small, self-contained island surrounded by the three main Seed Regions and Joseph's compound to the north. Before the mists clear, explore this region thoroughly and learn the tenets of survival.



STATISTICAL DATA (TOTALS)

ACTIVITY	NOTES	TOTAL	CUMULATIVE TOTAL
Resistance Points	2 Levels	2,100	2,100 of 38,100
Specialists	None	0	0 of 9
Missions	Story and Side	3	3 of 115*
Missions	Prepper Stash	1	1 of 28*
Cult Outposts	Cult Outpost Missions: Liberation	1	1 of 21**
Cult Properties	Cult Shrines	2	2 of 42
Magazines***	None	0	0 of 32
Cheeseburger Bobbleheads	Side Mission: Mint Condition	0	0 of 10
Collectible Comic Books	Side Mission: Golden Age Nostalgia	0	0 of 12
Cougars Baseball Cards	Side Mission: Grand Slam	0	0 of 9
Vietnam Lighters	Side Mission: What They Carried	0	0 of 12
Vinyl Crates	Side Mission: Turn the Tables	0	0 of10
Whiskey Casks	Side Mission: Whiskey River	1	1 of 15

*Total Mission count: Story, Side, and Prepper Stash; 5 for this region and 143 total for Hope County.

**Fall's End in Holland Valley is not counted. Baron Lumber Mill in Whitetail Mountains is counted.

***Perk Magazine totals are not counted.

Collectibles (2)

The following table details the available collectibles in this region.

#	TYPE	NEAREST LOCATION	NOTES
1	Prepper Stash	Silver Lake Boathouse	Mission: Sunken Funds
1	Whiskey Cask	Forest Research Station	Mission: Whiskey River

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Hunting: Duck

Missions (4)

The following table details the available **missions** in this region (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	A Glimmer of Hope	Dutch	Dutch's Bunker
Story	2	The Resistance	Dutch	Dutch's Island
Story	3	Guns for Hire	Dutch	Silver Lake Boathouse
Prepper	4	Sunken Funds	Dutch	Silver Lake Boathouse

Cult Outpost (1)

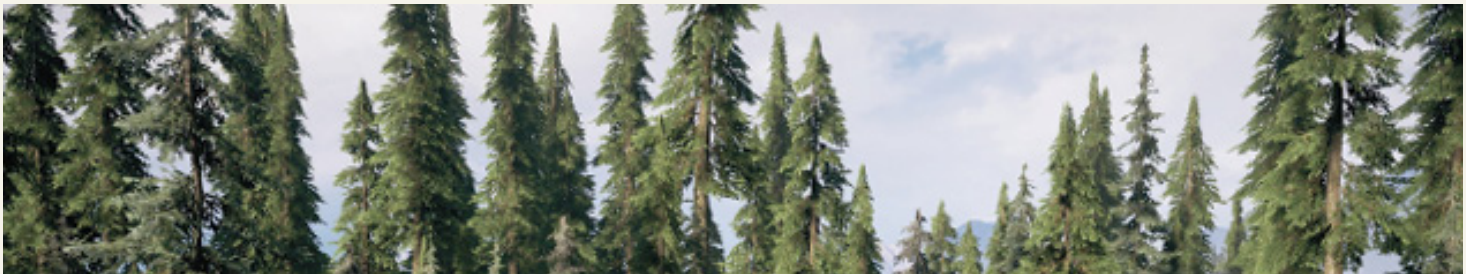
[1] Ranger Station

+RP, Ammo (Plenty), Barrels (Explosive), Enemies (Animal, Cultist), Gas Canister (Explosive), Items (Plenty), Item of Note (Map), Shop (General), Vehicle (Car/Truck), Warning! Alarm!, Zip Lines

Difficulty: ★

Rewards: Money, Resistance Points: 400 (Dutch's Island)

The **ranger station** at Silverlake is an old structure built by the Catamount Mining Company in the '50s. It was taken over by the National Park Service.



Cult Properties (2)

[1] Cult Shrine: North Shore

+RP, Ammo (Few), Bliss (Effect), Gas Canister (Explosive), Enemies (Cultist), Items (Few), Propane Tank (Large: Explosive), Vista

A trio of foes guards this shrine to the Seeds, along the otherwise-idyllic north shore of Dutch's Island.

[2] Cult Shrine: West Peninsula

+RP, Ammo (Few), Bliss (Effect), Climbing Spots, Enemies (Cultist), Items (Few), Propane Tank (Large: Explosive), Vista

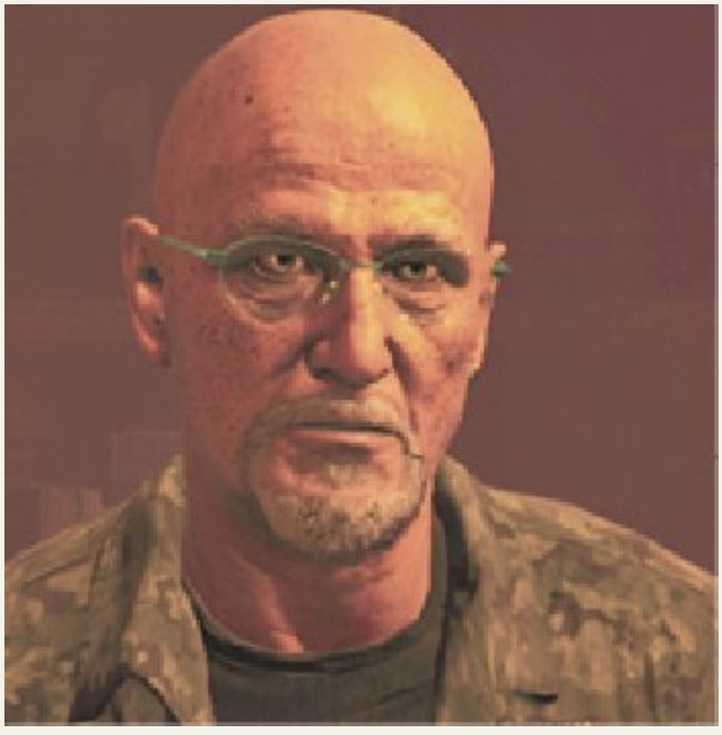
A light enemy presence guards this shrine along the west inlet shore peninsula. Note the climbing rocks on the shore.

Primary Locations (5)

[1] Dutch's Bunker

Ammo (Haul!), Character of Note (Dutch), Items of Note (Documents, Armory Key), Items (Plenty), Lock and Key, Underground

Mission: Story: A Glimmer of Hope; The Resistance



Richard "Dutch" Roosevelt

After your escape, you begin your **training** here under Dutch's guidance.

Use this bunker to gather your initial supplies; the key to the armory is in Dutch's safe, which he opens for you as you obtain your first weapon. Check the rooms for copious documents before leaving.

[2] Forest Research Station

+RP, Ammo (Few), Climbing Spots, Collectible (Whiskey Cask), **Fishing** Location, Enemies (Cultist), Hostage (Liberate), Item of Note (Documents), Items (Few), Zip Lines

This is a ranger cabin with a shoreline unloading dock. Expect around six foes before you liberate this place during Dutch's initial **missions**. Don't leave without checking for the Whiskey Cask in the waters to the north.

[3] Johnson Lookout Tower

Ammo (Few), Item of Note (Documents), Items (Few), Zip Lines

A dilapidated tower with a few scattered notes and ammunition to scavenge. Note the southeast zip line (one of three) enables you to reach items on an otherwise-inaccessible tree platform to the southeast.

[4] Silver Lake Boathouse

Ammo (Haul!), **Fishing** Location, Gun for Hire, Enemies (Cultist), Item of Note (Magazine: Perk x3; Silver Lake Boathouse Key), Items (Haul!), Lock and Key, **Prepper** Stash, Vehicle (Jet Ski), Zip Lines

Mission: **Prepper** Stash: Sunken Funds

This is a small locked boathouse you can access by swimming under the garage entrance as part of the **Prepper** Stash mission (the key is on the wall of the boathouse interior). Note the bunker near the hut that requires power. Also note this is the first possible location to obtain a bow (from the bunker).

[5] Central Radio Tower

Ammo (Plenty), Climbing Spots, Item of Note (Documents), Items (Few), Landmark, Vehicle (Quad), Vista, Zip Lines

A vertigo-inducing climb is required at the conclusion of Dutch's Story **Missions** on this island. Otherwise, this antenna and warehouse has some ammo, a weapon, and a quad. Note the three zip lines you can use to descend after your tower climb.

Secondary Locations (2)

[1] East Fishing Dock

Fishing Location, Gas Canister (Explosive), Shop (General), Vista

A tranquil **fishing** dock with possible shop vendor available. The fish are jumping here!

[2] Southeast Road Entrance

Ammo (Few), Items (Plenty)

There is a ford across the river and evidence of recent cult killings. Use this road to reach Henbane River and when accessing this island via a road vehicle.

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John's Region
Overview

The southwestern part of Hope County has been designated the territory of John Seed, who is ostensibly leading a marketing campaign to garner more followers through the use of the word "YES!" Eden's Gate is then taking people and forcing them to confess their sins. They are also taking food and animals to prepare for the Collapse. Holland Valley is an ideal place for such actions—a vibrant land of farms, orchards, and low hills, with the meandering Redler Creek and the larger Henbane River, as well as the rockier mountains to the northwest.

Fall's End is the heart of the Resistance here. Mary May Fairgrave (owner of the Spread Eagle bar) and Pastor Jerome Jeffries lead the fight against the cult in these parts. Finding them is a priority.

STATISTICAL DATA (TOTALS)

ACTIVITY	NOTES	TOTAL	CUMULATIVE TOTAL
Resistance Points	4 Levels	13,000	12,100 of 32,100
Specialists	Boomer (Rae-Rae's Pumpkin Farm), Grace Armstrong (Lamb of God Church), Nick Rye (Rye & Sons Aviation)	3	3 of 9
Missions	Story and Side	40	43 of 115*
Missions	Prepper Stash	12****	13 of 28****
Cult Outposts	Cult Outpost Missions: Liberation	7	8 of 21**
Cult Properties	Silos: Side Mission: Light 'Em Up	14	16 of 42
Magazines***	Fishing (5), Hunting (4), Plants (1)	10	10 of 32
Cheeseburger Bobbleheads	Side Mission: Mint Condition	2	2 of 10
Collectible Comic Books	Side Mission: Golden Age Nostalgia	3	3 of 12
Cougars Baseball Cards	Side Mission: Grand Slam	0	0 of 9
Vietnam Lighters	Side Mission: What They Carried	4	4 of 12
Vinyl Crates	Side Mission: Turn the Tables	0	0 of10
Whiskey Casks	Side Mission: Whiskey River	1	2 of 15

*Total Mission count, including Story, Side, and Prepper Stash, is 52 for this region and 143 total for Hope County.**Fall's End in Holland Valley is not counted. Baron Lumber Mill in Whitetail Mountains is counted.***Perk Magazine totals are not counted.****Prepper Stash mission "O'Hara's Haunted House" is counted as the 12th Prepper Stash mission for totals, though it is detailed within the Henbane River Region.

Resistance Missions (7)

The following table details the available missions that are not centered on a particular subregion or that should be undertaken immediately. The numbering indicates the order these missions are presented in the Missions chapter of this guide.

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	Liberate Fall's End	Dutch, Mary May Fairgrave, Pastor Jerome Jeffries	Fall's End (Subregion 8)
Story	35	Valley Armed Convoy	Dutch	Holland Valley
Story	36	The Cleansing	John Seed	Security Gate (Subregion 6)
Story	37	The Confession	John Seed	John's Gate (Subregion 6)
Story	38	The Atonement	John Seed	Fall's End (Subregion 8)
Story	39	Wrath	John Seed	Seed Ranch (Subregion 7)
Story	40	The Quality of Mercy	John Seed	John's Gate (Subregion 6)

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John's Region

Subregion 1: Gardenview

Overview

This land of apple and pumpkin orchards was once picturesque and lush but is now scarred from cultist activities. **Jacob's Region** borders to the north, with the Henbane River running along the eastern side. Venture farther inland to discover hills and forests and more mountainous terrain and trails to the west. The cult utilizes this subregion as a resource, sending fruits to their bunkers across Hope County.

Collectibles (5)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
1	Magazine	Silver Lake Trailer Park	Fishing: Golden Trout
2	Magazine	Howard Cabin	Fishing: Arctic Grayling
1	Whiskey Cask	Northeast of Silver Lake Trailer Park	Mission: Whiskey River
1	Prepper Stash	Bridge of Tears	Mission: Swingers
1	Vietnam Lighter	Rae-Rae's Pumpkin Farm	Mission: What They Carried

Missions (3*)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	*	Death Wish (Alternate Start)	Merle Briggs	Silver Lake Trailer Park
Story	2	Man's Best Friend	Boomer	Rae-Rae's Pumpkin Farm
Side	3	Bear Necessities	Resistance Member	Gardenview Packing Facility
Side	4	Patriot Acts	Willis Huntley	Howard Cabin

* Death Wish usually starts at US Auto Cult Outpost.

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 2Fishing: Rainbow Trout (Hard)

Hunting: Cougar, Duck, White-Tail DeerPlants: Lupine, Mustard, Prickly Lettuce

Cult Outpost (1)

[1] Gardenview Packing Facility

+RP, Ammo (Haul!), Barrels and Gas Canisters (Explosive), Bliss (Effect), Climbing Spots, Enemies (Animal, Cultist), Hostages (Liberate), Item of Note (Gardenview Key), Items ($, Safe), Lock and Key, Shop (General), Vehicle (Car/Truck), Warning! Alarm! Zip Lines

Difficulty: ★★

Mission: Cult Outpost; Side: Bear Necessities

Rewards: Money, Resistance Points: 400 (Holland Valley)

Eden's Gate is using the **Gardenview Packing Facility** to send the orchard's fruit to their bunkers. Use the key found at the roadside stand to open the north office in the main warehouse.

Cult Properties (2)

[1] Silo: Henbane River Orchard

+RP, Ammo (Few), Enemies (Cultist), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad)

A large silo of explosive materials sits on the orchard's northeastern edge, usually guarded by a single foe. Watch for foes incoming from the bridge.

[2] Silo: Gardenview Orchard

+RP, Gas Canister and Propane Tank (Explosive), Landmark

North of Rae-Rae's Pumpkin Farm, in the middle of the apple orchard, is a large explosive silo. Not for long!

Primary Locations (7)

[1] Silver Lake Trailer Park

+RP, Ammo (Plenty), Character of Note (Merle Briggs), Far Cry Arcade (Editor), Gas Canister (Explosive), Gun for Hire, Enemies (Cultists), Hostages (Liberate), Item of Note (Documents; Magazine #1: **Fishing**—Golden Trout; Map), Items ($, Safe), Propane Tank (Large), Zip Lines

Mission: Story—Death Wish (Alternate Start)

Merle Briggs

A trailer park nestled in the woods to the east of the river, close to Silver Lake. It currently has a group of cultists overrunning the place. It is also a possible place to find Merle Briggs and acquire a story mission from this reprobate (but only if you haven't liberated **U.S. Auto** Cult Outpost yet). Don't forget the **Fishing** Magazine in the northeast trailer.

[2] Gardenview Orchards

Ammo (Few), Climbing Spots, Item of Note (Documents), Item (Magazine: Perk), Zip Lines

This is a secondary packing facility and roadside shop. Expect minor cult activity here. Break into the small boarded-up hut for a stash of items, including a Perk Magazine.

[3] Rae-Rae's Pumpkin Farm

+RP, Ammo (Plenty), Character of Note (Boomer), Climbing Spots, Collectible (Vietnam Lighter), Enemies (Cultist), **Fangs for Hire** (Boomer), Item of Note (Documents; Magazine: Perk), Items ($), Shop (Garage), Underground

Mission: Story—Man's Best Friend

Specialist: Boomer (Scout)

Boomer

Rae-Rae and her husband have been murdered, and their bodies are strewn in the front yard of their cottage. Their dog Boomer has been caged. Expect around four cultists, and more arrive in **vehicles** once you slay the first group. Boomer is a key companion pet—free him. Don't forget to check the bunker!

[4] Gardenview Ciderworks

Ammo (Few), Barrels and Propane Tank (Explosive), Far Cry Arcade (Poster), Item of Note (Documents), Items (Plenty), Warning! Mortar!, Zip Lines

Cultists have set fire to a small distillery. Also expect **heavy** cult traffic along the road to the west, coming from the Rail Yard Outpost. Check under the distillery platform inside the warehouse for more items.

[5] Bridge Of Tears

Ammo (Haul!), Climbing Spots, Enemies (Cultist), **Fishing** Location, Gas Canister (Explosive), Item of Note (Magazine: Perk x3; Documents), Grapple Spots, Items (Haul!), Landmark, **Prepper** Stash, Shop (General), Vista, Warning! Mounted MG!, Zip Lines

Mission: **Prepper** Stash (1)—Swingers

This landmark bridge spans the Henbane River. There are gun emplacements on the bridge, so approach from the railroad tracks. Check the bridge span's underside grapple spots to swing across during the **Prepper** Stash mission. Note the riverside dock and possible shop.

[6] Frobisher's Cave

Ammo (Few), Barrels (Bliss), Bliss (Effect), Climbing Spots, Grapple Spots, Enemies (Cultist), Hostage (Liberate), Item of Note (Magazine: Perk), Items (Few), Landmark, Underground

Behind the "Devils Lighter Fluid" billboard is the entrance to a small cave complex, usually manned by cultists about to execute an innocent. The cave has some interesting petroglyphs, loot, and the tale of Frobisher the Mountain Lion on a plaque.

[7] Howard Cabin

Ammo (Few), Character of Note (Willis Huntley), Item of Note (Documents), Item of Note (Magazine #2: **Fishing**: Arctic Grayling), Propane Tank (Small: Explosive), Items (Few), Underground, Vista

Mission: Side—Patriot Acts

Boomer Special Agent Willis Huntley

Special Agent Huntley has taken up residence close to this boarded-up cabin. Though the cabin is inaccessible, you can enter the unlocked bunker behind it. This leads to a small trove of items and a magazine, giving you the best Arctic Grayling **fishing** spots.

Secondary Locations (7)

[1] North Peninsula Cabin

Ammo (Few), Barrels (Bliss), Climbing Spots, **Fishing** Location, Items (Few), Vehicle (Plane), Vista

This idyllic waterfront cabin is great to spend time **fishing** at, or taking potshots at the cult's dinghies and other **watercraft**.

[2] Red Wooden Cross (Riverbank)

Collectible (Whiskey Cask), **Fishing** Location

Mission: Side—Whiskey River

An odd wooden cross sealed into the riverbank with a "W" (or "West") painted onto the rock below indicates a sunken Whiskey Cask. The barrel is underwater, east of here, in the river.

[3] Henbane River Bridge (Cult Blockade)

+RP, Ammo (Few), Enemies (Cultist), Landmark

Expect a roadblock at the western side of this bridge, which links the Henbane River region. Note that this blockade is bolstered as you gain Reputation across Holland Valley.

[4] The Big Apple

Items (Few), Landmark

A giant metal red apple, indicating you're in the lush orchards of Gardenview.

[5] The Bear Cave

Barrels (Bliss), Bliss (Effect), Enemies (Animal)

West of the Gardenview cult outpost, in the wooded hillside, is a small bear cave. This is the source of Blissed-out bears during Side Mission: The Bear Necessities.

[6] Whitetail Ridge Trail: Militia Camp

Ammo (Few), Enemies (Cultist), Gas Canister (Explosive), Gun for Hire, Item of Note (Magazine: Perk), Items (Few), Vehicle (Quad), Vista

This cliff path winds north to Whitetail Mountains and west of Widow's Creek lake. It is home to a small band of friendly militia folk. Come to repel any nearby cultists. Stay for the comradery and Perk magazine.

[7] Whitetail Ridge Trail: Junction Camp

Ammo (Few), Gun for Hire, Barrel (Explosive), Item of Note (Magazine: Perk), Items (Few), Vehicle (Quad), Vista

Close to a base-jump windsock is a trail junction where friendly militia folk reside. Grab a Perk Magazine while you’re here.

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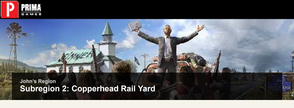
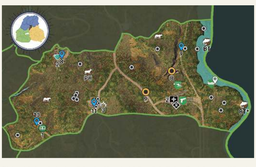


John's Region

Subregion 2: Copperhead Rail Yard

Overview



This is a relatively small subregion, with the edge of the orchards to the north, the Henbane River to the east, and hills and trees to the west. A commanding view from the Lincoln Lookout Tower allows you to spot smoke plumes from many cult outposts, the nearest of which is the Copperhead Rail Yard, where Eden's Gate is stripping metal and sending the scraps for bunker fortification.

Collectibles (2)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
2	Prepper Stash	Lincoln Lookout Tower	Mission: High Tension
1	Collectible Comic Book (Veterans)	Boyd Residence	Side Mission: Golden Age Nostalgia

Activities

The following list provides an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Fishing: Rainbow Trout, Bull Trout (Hard)

Hunting: Cougar, Pronghorn

Mission (1)

The following table details the available mission in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	5	Spray and Pray	Clutch Nixon	Copperhead Rail Yard (nearby), Clutch Nixon Shrine

Cult Outpost (1)

[2] Copperhead Rail Yard

+RP, Ammo (Haul), Climbable Spots, Enemies (Cultist, Animal), Gas Canister (Tube, Explosive), Grapple Spots, Item of Note (Documents, Map), Items ($, Haul: Safe), Shop (General, Helicopter), Warning! Alarm! Warning! Mounted MGC, Zip Lines

Difficulty: ★★

Mission: Cult Outpost; Side: Spray and Pray (nearby)

Rewards: 2012 Kimberlite TC6 M-Duty "Outlaw" (Vehicle), Money, Resistance Points: 400 (Holland Valley)

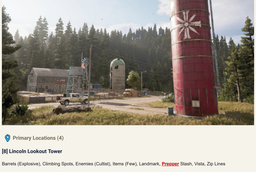
Eden's Gate is stripping the metal off old trains to fortify its bunkers. Check the southern hut for a subregion map. After you've cleared the area of foes, check an overturned carriage to the northeast for an abundance of items. A helicopter shop to the north also opens up after you liberate this location, along with the normal general shop.

Cult Property (1)

[3] Silo: Strickland Farm Area

+RP, Enemies (Cultist), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad)

Unlike the farm building across the road, the cultists are keen not to set this silo on fire. You may have different ideas. Expect fixes from the farm to attack you.



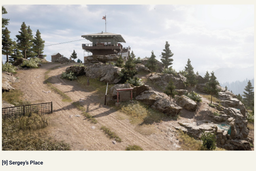
Primary Locations (4)

[6] Lincoln Lookout Tower

Barrels (Explosive), Climbing Spots, Enemies (Cultist), Items (Few), Landmark, Prepper Stash, Vista, Zip Lines

Mission: Prepper Stash (2); High Tension

This hilltop lookout has a few cultists defending it. Search the tree platforms and the main tower. Begin the Prepper Stash mission here, zip-lining down to Strickland Farm where the stash is located.



[9] Sergey's Place

Ammo (Plenty), Barrel and Gas Canister (Explosive), Climbable Spots, Item of Note (Documents; Magazine: Perk), Items (Plenty)

Though Sergey isn't here, he's left some words of wisdom in one of the derailed cargo carriages strewn about the railroad tracks and forming a small defensive camp. Check the other for a Perk Magazine and ammo stash.

[10] Boyd Residence

Ammo (Plenty), Barrel and Gas Canister (Explosive), Collectible (Comic Book), Enemies (Animal, Cultist), Item of Note (Documents; Magazine: Perk), Items (Plenty), Hostage (Liberate), Underground, Vehicle (Quad)

The Boyds have a sizable collection of pickled food, though none of it is accessible. They did stock up a bunker (beneath the wood shed) with a Perk Magazine, but the real prize is a Comic Book on the bed. Expect light cultist activity around this remote cabin.

[11] Strickland Farm

Ammo (Haul), Climbing Spots, Enemies (Cultist), Item of Note (Magazine: Perk x3), Items ($, Haul), Prepper Stash, Zip Lines

The cultists are busy torching the large barn on the old Strickland property. It is inaccessible. Expect confrontation with a flamethrower foe here, along with foes milling about and approaching from the road. Note the green-domed silo (not the cult property silo) has a Prepper Stash inside, but this is only accessible via the platforms in the woods above, beginning at the Lincoln Lookout Tower.

Secondary Locations (2)

[8] Rock Arch

Grapple Spots, Landmark, Vista

This landmark is close to the cult outpost; have you tried flying through it? There are trails from here too.

[9] Clutch Nixon Shrine (Copperhead Rail Yard)

Mission: Side—Spray and Pray

This roadside shrine is dedicated to the King of Vehicular Carnage, Clutch Nixon. Head here to start the side mission.

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John's Region

Subregion 3: U.S. Auto

Overview

This area features the beauty of the untapped wilderness to the northwest (marred only by the gigantic "YES" sign erected by John Seed's cultists), as well as the built-up areas and main east-west road bisecting this subregion. Focus should be on the **U.S. Auto** garage, where Eden's Gate maintains their convoys. Elsewhere, you'll find remote cabins dotted about, rougher terrain the farther northwest you venture, and more pastoral land along the southern edge, by Davenport Farm.

Collectibles (3)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
3	**Prepper** Stash	Doverspike Compound	Mission: D.I.Y. and D.O.A.
4	**Prepper** Stash	Dodd's Dumps	Mission: Dumpster Diving
2	Vietnam Lighter	Harris Residence	Mission: What They Carried

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Hunting: Elk, White Tail Deer, Wolverine

Missions (4)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	6*	Death Wish	Merle Briggs	**U.S. Auto**
Side	7	No Means No	Dutch	"YES" Sign
Side	8	Uncrate	Resistance Member	**U.S. Auto**
Side	9	Baptism of Fire	Clutch Nixon	Reservoir Construction Yard

* Death Wish mission could also start at Silver Lake Trailer Park.

Cult Outpost (1)

[3] U.S. Auto

+RP, Ammo (Haul!), Barrels and Gas Canister (Explosive), Character of Note (Merle Briggs), Climbing Spots, Far Cry Arcade (Editor), Grapple Spots, Gun for Hire, Enemies (Animal, Cultist), Hostage (Liberate), Item of Note (Map, Documents, **U.S. Auto** Washroom Key), Lock and Key (Side Mission), Shop (General, Garage), Vehicle (Car/Truck), Warning! Alarm!, Warning! Mounted MG!, Zip Lines

Difficulty: ★★

Missions: Cult Outpost; Story: Death Wish; Side: Uncrate

Rewards: Money, Resistance Points: 400 (Holland Valley)

Eden's Gate has taken the local garage in order to create and maintain its many convoys. This is where you'll meet Merle Briggs, whether or not you first spotted him at the Silver Lake Trailer Park (Subregion 1). Remember to grab the map of this subregion from the couch in the warehouse.

Cult Property (1)

[4] Silo: Davenport Farm

+RP, Ammo (Plenty), Climbable Spots, Gas Canister and Propane Tank (Explosive), Item of Note (Magazine: Perk), Items ($, Safe), Zip Lines

Part of Davenport Farm, this silo is positioned between the water tower and the turbine windmill. Come for the explosions. Stay for the items inside the barn.

Primary Locations (7)

[12] Doverspike Compound

Ammo (Haul!), Gas Canister (Explosive), Enemies (Cultist), Item of Note (Documents, Magazine: Perk x3, Doverspike Key), Items ($), Lock and Key, **Prepper** Stash, Underground, Zip Lines

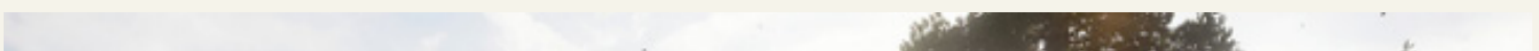
Mission: **Prepper** Stash: D.I.Y. and D.O.A.

The inhabitants of this remote cabin did their best to stop the cult, as evidenced by the carnage you see as you uncover a key and a hidden stash in the bunker below (after you restore the electricity).

[13] Harris Residence

Ammo (Few), Collectible (Vietnam Lighter), Enemies (Cultist), Item of Note (Documents, Magazine: Perk), Items (Few), Propane Tank (Large: Explosive), Underground

A small cabin and the outbuildings nestled in the idyllic mountains are still part of the cult's culling. Expect a possible Peggie presence. Though the cabin is inaccessible, you can access the bunker below the wood shed.



[14] Reservoir Construction Yard

Ammo (Few), Enemies (Animal, Cultist), Far Cry Arcade (Poster), Gas Canister (Explosive), Items (Few), Shop (Garage), Zip Lines

Mission: Side: Clutch Nixon—Baptism of Fire

Large pipes, containers, and two warehouses (one accessible) are carved out of the low hills just north of the reservoir. The cult uses this to drop off cargo, and there's a race course once used by the infamous Clutch Nixon to check out too.

[15] Dodd's Dumps

Ammo (Haul!), Barrels (Explosive), Climbable Spots, Enemies (Cultist), Grapple Spots, Item of Note (Magazine: Perk x3), Items (Haul!), **Prepper** Stash

Mission: **Prepper** Stash—Dumpster Diving

Expect a possible light enemy presence at this half-built dump. This doubles as a dangerous playground when accessing an electrified door to a cabin containing the **Prepper** Stash. Note the shortcut doorway on the south exterior wall.

[16] Davenport Farm

+RP, Ammo (Plenty), Climbable Spots, Gas Canister and Propane Tank (Explosive), Item of Note (Magazine: Perk), Items ($, Safe), Vehicle (Tractor), Zip Lines

This deserted farm has a cow pasture and fields to the southeast. Climb the water tower, jump across to the barn ledge, and head into the barn to collect the majority of the items, including a Perk Magazine.

[17] Hilgard Electric Power Station

Ammo (Few), Climbing Spots, Items (Few), Shop (Helicopter), Zip Lines

There's little here to scavenge, save a shop where you can immediately buy and customize **helicopters**. The flip switches at this location become active during Larry Parker's **missions**.

[18] Golden Valley Gas

Barrel, Gas Canister, Propane Tank (Explosive); Enemies (Cultist); Far Cry Arcade (Poster); Item of Note (Documents); Items ($); Vehicle (Truck)

With gas supplies siphoned by Eden's Gate, this location serves as a meeting spot for the cult. It's at a well-used crossroads, north of Fall's End, so get to know this area. Check the roof for more items.

Secondary Locations (3)

[10] “YES” Sign

Items (Few), Landmark, Vista

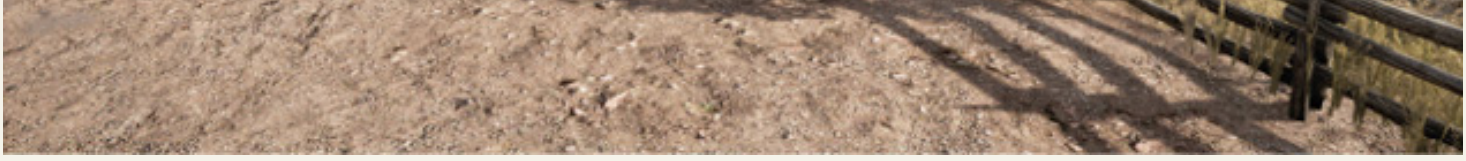
Mission: Side—No Means No

Head north along the ridgeline from Doverspike Compound, and you’ll eventually reach the huge “YES” sign, which you can destroy. Note the graffiti on the back of the sign.

[11] Clutch Nixon Shrine (Reservoir Construction Yard)

Mission: Side—Baptism of Fire

A sparking shrine to the Emperor of Vehicular Excess, Clutch Nixon. Inspect this location to begin the side mission.



[12] Davenport Farm Field Shed

Ammo (Few), Barrel (Explosive), Enemies (Animal, Cultist), Vehicle (Tractor)

There may be both cultist and bovine activity across this huge field, with a small maintenance shed and hut in the middle of it.

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John's Region

Subregion 4: Green-Busch Fertilizer Co.

Overview

This subregion covers most of the southeastern part of Holland Valley, following the Henbane River. It bisects Dead Man's River to the east, adjacent to **Faith's Region**. There's plenty to explore here; the more south you travel, the more remote and unforgiving the terrain becomes. The cult's main focus in these parts is transforming fertilizer into explosives at the facility this subregion is named after.

Collectibles (5)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
3	Magazine	Roberts Cabin	Hunting: Caribou
4	Magazine	Ravine Hunting Tower	Hunting: Caribou
1	Cheeseburger Bobblehead	St. Isidore School	Mission: Mint Condition
3	Vietnam Lighter	Fillmore Residence	Mission: What They Carried
5	Prepper Stash	Grain Elevator	Mission: Vespiary

Missions (2)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	10	The Judge Moose	Resistance Member	Green-Busch Fertilizer Co.
Side	11	Golden Age Nostalgia	Nadine Abercrombie	Dodd Residence

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 2

Fishing: Lake Trout, Paddlefish Sturgeon

Hunting: Bald Eagle, Cougar, Gray Wolf, Grouse, Turkey Vulture

Plants: Prickly Lettuce

Cult Outpost (1)

[4] Green-Busch Fertilizer Co.

+RP; Ammo (Plenty); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Editor); Far Cry Arcade (Poster); Grapple Spots; Gun for Hire; Item of Note (Map); Items (Plenty); Shop (General); Vehicle (Car/Truck); Warning! Alarm!; Zip Lines

Difficulty: ★★★

Missions: Cult Outpost; Side: The Judge Moose

Rewards: Ultimate Survivor—Enhanced (Craftable Item), Money, Resistance Points: 400 (Holland Valley)

Eden's Gate is transforming the factory's fertilizer into dangerous explosives. After using the antenna tower to gain height and knowledge of this base, clear it and set yourself up here while you tackle the remaining **locations** in the vicinity.

Cult Properties (2)

[5] Silo: Hay Barn

+RP, Items (Few), Landmark, Propane Tank (Large: Explosive)

Just south of the railroad station and east of the grain elevator is a silo close to a hay barn with minimal items to scavenge.

[6] Silo: Flatiron Stockyards

+RP, Ammo (Plenty), Barrels (Bliss), Bliss (Effect), Climbing Spots, Gas Canister and Propane Tank (Explosive), Enemies (Animal, Cultist), Items (Safe), Vehicle (Car/Truck), Zip Lines

Just north of the Flatiron Stockyards in a field near the woods is another silo to destroy. Approximately five cultists from the livestock pens become hostile once they see you.

Primary Locations (11)

[19] St. Isidore School

Ammo (Few), Barrel and Gas Canister (Explosive), Climbing Spots, Collectible (Cheeseburger Bobblehead), Enemies (Animal, Cultist), Hostage (Liberate), Item of Note (Documents; Magazine: Perk; St. Isidore School Key), Items ($), Lock and Key, Zip Line

This rural school is now abandoned and has a possible hostage situation to solve (through use of headshots). If you want the Perk Magazine and Cheeseburger Bobblehead, unlock the door using the key found inside the top of the chimney.

[20] Dodd Residence

Ammo (Few), Barrels and Propane Tank (Explosive), Character of Note (Nadine Abercrombie), Climbing Spots, Item of Note (Documents), Items (Plenty), Lock and No Key

Mission: Side—Golden Age Nostalgia

Nadine Abercrombie

Find Nadine Abercrombie rummaging around in this hoarder's paradise. Speak to her to begin gathering the collectible Comic Books for her side mission. Pick the lock of the small hut behind the cottage for additional items. Also, check the wood shed in the woods to the south (the secondary location).

[21] Roberts Cabin

Ammo (Few), Enemies (Animal), Gas Canister and Propane Tank (Explosive), Item of Note (Magazine: **Hunting**: Caribou; Magazine: Perk), Items (Few)

A once-quaint cabin with rudimentary toilet facilities is now beginning to stink and may be attracting bears. Check the pellet stove for a magazine and a small hole in the back area near the outhouse; shoot the wood slats, which hide some goodies, including a Perk Magazine.

[22] Hope County Clinic

Enemies (Cultist), Hostages (Liberate), Item of Note (Documents), Items (Plenty), Shop (Garage), Vehicle (Car/Truck)

Expect cultist activity around the clinic, which is now abandoned but still is a great source of medkits. Come here for the healing and leave with a vehicle thanks to the garage shop.

[23] Holland Valley Station

Ammo (Few), Barrels (Explosive), Item of Note (Documents; Magazine: Perk), Items (Few), Vehicle (Car/Truck)

This railroad station now sits abandoned, with a broken rail car blocking the way. Climb inside for a stash with a Perk Magazine. Cult **vehicles** pass by from the **Copperhead Rail Yard** outpost to the north.

[24] Grain Elevator

Ammo (Haul!), Barrels (Explosive), Climbing Spots, Enemies (Animal, Cultist), Item of Note (Documents; Magazine: Perk x3; Grain Elevator Warehouse Key [Story Mission Only]), Items ($, Safe), **Prepper** Stash, Vehicle (Car/Truck), Warning! Mounted MG!, Zip Lines

Mission: **Prepper** Stash—Vespiary

A Resistance sniper is in the grain tower, outgunned by cultists. Help him if you wish; you can't save him but you can access his sizable **Prepper** Stash. You can unlock the warehouse doors (by a key on a metal table at the "Welcome" cult tent), but only during **Story Mission: The Widowmaker**. Under normal circumstances, zip-line from the tower to the warehouse roof and drop through a skylight.

[25] Henbane River Rail Bridge

Bliss (Effect), Climbing Spots, **Fishing** Location, Enemies (Cultist), Grapple Spots, Landmark, Vehicle (Car/Truck; Quad; Tractor), Vista

The south border into Henbane River is marked by this long, steel bridge, offering easy access, a light cult presence, and some fine **fishing**.

[26] Flatiron Stockyards

Ammo (Plenty), Barrels (Bliss), Bliss (Effect), Climbing Spots, Gas Canister and Propane Tank (Explosive), Enemies (Animal, Cultist), Items (Safe), Vehicle (Car/Truck), Zip Lines

Expect a small group of foes abusing livestock at this holding area for animals, which is now part of the cult's revolting experimentations. Find the safe inside the small entrance hut.

[27] Fillmore Residence

Climbing Spots, Collectible (Vietnam Lighter), Enemies (Cultist), Gas Canister (Explosive), Item of Note (Documents; Magazine: Perk), Items ($), Underground

This location is currently being torched by the cult, ensuring **combat** with a flamethrower foe and other reprobates. With the coast clear, investigate the bunker below the wood shed for a Vietnam Lighter and Perk Magazine.

[28] Dupree Residence

Ammo (Few), Climbing Spots, Enemies (Cultist), Hostage (Liberate), Item of Note (Documents; Magazine: Perk), Items ($), Propane Tank (Small: Explosive), Underground

Currently on the market, this dwelling usually has minor cult activity to neutralize, before you can begin searching the property. The woodshed is empty, save for some plants to harvest. The bunker (its hatch is visible in the backyard) leads to a small haul of items and a magazine.

[29] Catamount Mines

Ammo (Few); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Animal, Cultist); Grapple Spots; Item of Note (Documents); Items ($, Safe), Lock and No Key; Shop (Helicopter); Underground; Vehicle (Car/Truck); Zip Lines

This gold mine was left to rot before the cult came and began using it for storage purposes. Expect a small contingent of enemies (including one who can summon reinforcements). The main structure is a multilevel warehouse, with an outside helipad. Note the small metal hut to the northeast. Pick the lock to access a safe and stash inside. For a detailed look at this place, check out **Story Mission: Blow Their Mine**.

Secondary Locations (4)

[13] Dodd Residence Woodshed

Gas Canister (Explosive), Item of Note (Magazine: Perk), Items (Safe)

South of Nadine Abercrombie and the Dodd Residence junkyard is a wooded path to an open shed. Grab the stash and Perk Magazine inside.

[14] Ravine Hunting Tower

Ammo (Few), Climbing Spots, Item of Note (Magazine: **Hunting**: Caribou), Items (Few)

Find this elevated **hunting** tower in a ravine; unlike most of these structures, this one features a magazine you can grab.

Then stay for the grouse **hunting**.

[15] Road Drain

Ammo (Few), Item of Note (Magazine: Perk), Items (Few), Underground

The drainage duct beneath the main road by the small trout lake, west of the Green-Busch Fertilizer Co., has a small alcove and a Perk Magazine to grab.

[16] Fillmore Cabin

Ammo (Few), Enemies (Cultist), Items (Few)

Southwest of the Fillmore Residence, a flamethrower foe and cohorts are ensuring all Fillmore property burns to the ground. Check the ashes and ruined structure for a boarded hole in the ground; grab the stash below it.

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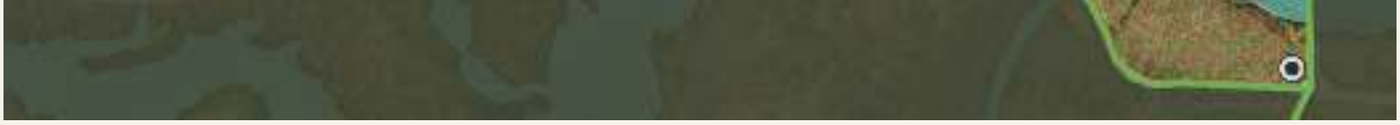
John's Region

Subregion 5: Sunrise Farm

Overview

This subregion consists of arable land that is mostly devoted to flood plain farming, thanks to the recent development of the reservoir to the northwest, helping manage the waters of Redler Creek. Dotted woodland offers privacy, and the majority of the buildings you find are farm structures. If you need to talk to a flamethrower-wielding conspiracy theorist, visit Zip Kupka at his ranch to the west. But focus your immediate attention on **Sunrise Farm**, another outpost where crops are being harvested for Eden's Gate bunkers.



Collectibles (2)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
5	Magazine	Woodson Pig Farm	Fishing: Golden Trout
6	Prepper Stash	Deep North Irrigation Reservoir	Mission: Long Range Lockpick

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Fishing: Pallid Sturgeon, Rainbow Trout

Hunting: Grouse, Turkey, Wild Boar, White Tail Deer

Missions (3)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	12	Razing the Steaks	Zip Kupka	Kupka Ranch
Story	13	Blowing Their Mine	Zip Kupka	Kupka Ranch, then Flatiron Stockyards
Side	14	Water Works	Resistance Member	Sunrise Farm

Cult Outposts (1)

[5] Sunrise Farm

+RP, Ammo (Plenty), Barrels (Explosive), Climbing Spots, Enemies (Cultist), Item of Note (Documents, Map), Items ($), Shop (General), Vehicle (Car/Truck), Warning! Alarm!, Warning! Mortar!, Zip Lines

Difficulty: ★★

Missions: Cult Outpost; Side: Water Works

Rewards: Money, Resistance Points: 400 (Holland Valley)

Eden's Gate is hoarding fruits and vegetables and is packing them onto trucks headed for their bunkers.

Rivaling Rae-Rae's for the most pumpkins at a single location, this is a good central base of operations once you rid the area of cultists. Watch for a delivery truck during the battle.

Cult Properties (2)

[7] Silo: Red's Farm Supply

Ammo (Few), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Editor), Gas Canister and Propane Tank (Explosive), Gun for Hire, Item of Note (Documents), Items ($), Vehicle (Car/Truck; Quad)

A firefight is raging near this silo the first time you explore this area.

[8] Silo: Hyde Barn

Ammo (Few), Barrels (Explosive), Character of Note (Kenny Hyde), Climbing Spots, Enemies (Animal, Cultist), Item of Note (Hyde Barn Key: Mission only), Items ($), Lock and Key, Lock and No Key, Vehicle (Quad)

This cylindrical bomb is located close to the Hyde Barn. Detonate it whenever you wish.

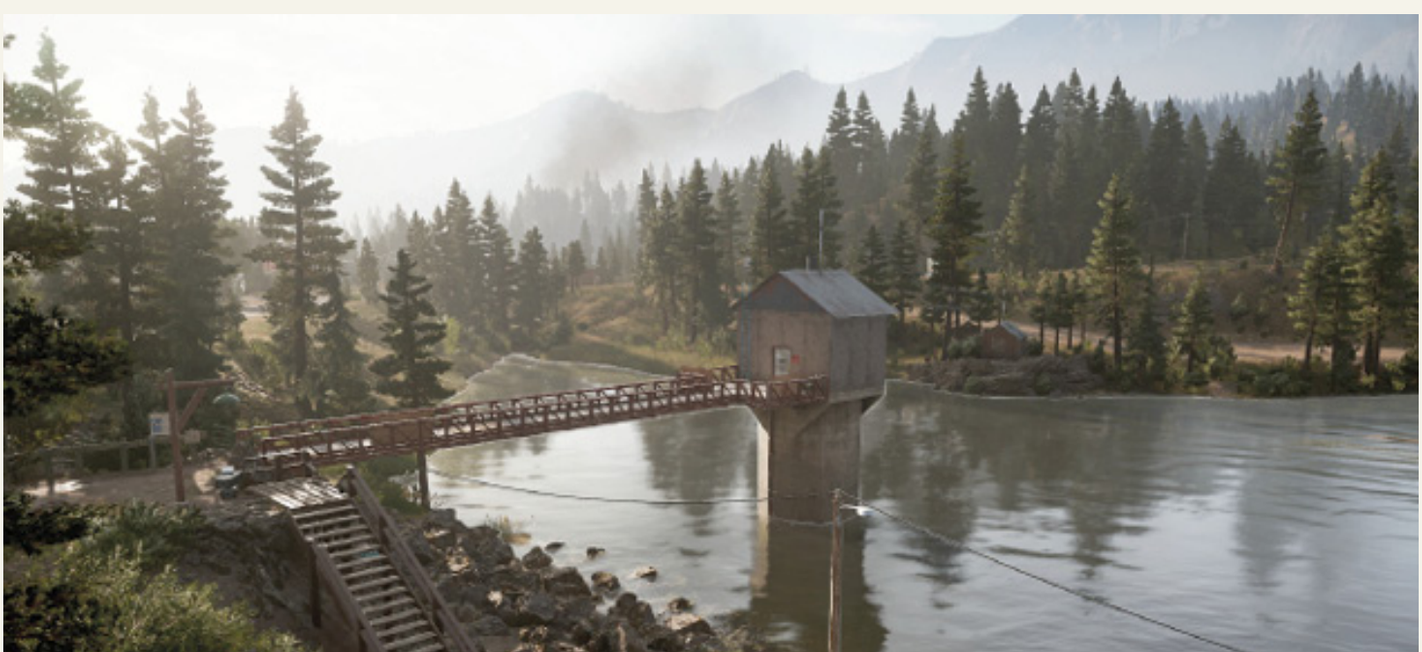
Primary Locations (7)

[30] Deep North Irrigation Reservoir

Ammo (Plenty), Climbing Spots, **Fishing** Location, Gas Canister (Explosive), Enemies (Cultist), Item of Note (Documents; Magazine: Perk x3), Items ($), **Prepper** Stash, Vehicle (Boat), Zip Lines

Mission: **Prepper** Stash—Long Range Lockpick

A stilt hut overlooking the southern part of the reservoir holds a stash requiring some lateral thinking (and movement) to reach. Expect cultists to arrive after you activate the alarm (shoot through the hut's window from the wooden shed and **hunting** platform to the northwest).



[31] Red's Farm Supply

Ammo (Few), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Editor), Gas Canister and Propane Tank (Explosive), Gun for Hire, Item of Note (Documents), Items ($), Vehicle (Car/Truck; Quad)

Expect a fierce firefight between Resistance and cult forces the first time you reach this farm supply warehouse.

[32] Purpletop Telecom Tower

Ammo (Few), Climbing Spots, Enemies (Cultist), Grapple Spots, Item of Note (Documents), Items (Few), Landmark, Vehicle (Car/Truck), Vista, Zip Lines

Just east of Fall's End is a tall tower, usually lightly guarded. Shoot the lock off the gate, then grapple and hoist yourself to the top for a rucksack. This offers great views and sniping positions, and wingsuit flight potential. Shoot the telecom dishes during the Larry Parker **missions**.

[33] Woodson Pig Farm

Ammo (Few), Gas Canister (Explosive), Gun for Hire, Item of Note (Documents; Magazine: **Fishing**: Golden Trout)

This small holding is usually manned by a couple Resistance members. The cult has taken most of the weapons and food. Check the kitchen counter for some light reading.

[34] Sawyer Residence

Ammo (Few), Climbing Spots, Enemies (Cultist), **Fishing** Spot, Item of Note (Documents; Magazine: Perk), Items ($), Shop (Boat), Vehicle (Boat), Underground

Currently on the market, this cottage by the river was once idyllic. Expect light cult activities. Note the boat access (dock) and shop. Though the cottage is inaccessible, you can access the hatch in the woodshed; enter the bunker to grab some scattered ammo, items, and a magazine.

[35] Hyde Barn

Ammo (Few), Barrels (Explosive), Character of Note (Kenny Hyde), Climbing Spots, Enemies (Animal, Cultist), Item of Note (Hyde Barn Key: Mission only), Items ($), Lock and Key, Lock and No Key, Vehicle (Quad)

Kenny Hyde

Owned by Kenny Hyde (who's only here during Casey Fixman's mission: Testy Festy), this barn is devoid of high-quality items. Come to destroy the nearby silo and explore this river bend. Don't leave before you destroy the scattered pallets by the rusting cars to grab a stash! Pick the barn door lock, unless the mission is active.

[36] Kupka Ranch

Character of Note: Zip Kupka, Climbing Spots, Far Cry Arcade (Editor), **Fishing** Location, Item of Note (Documents), Vehicle (Car/Truck)

Mission: Story: Razing the Steaks; Story: Blowing Their Mine

Zip Kupka

A small cluster of outbuildings around an inaccessible cottage, this is the home to conspiracy theorist and flamethrower aficionado, Zip Kupka.

Secondary Locations (3)

[17] Kellett Cattle Hay Barn

Barrel (Explosive), Enemies (Cultist), Items (Few)

A small contingent of cultists have taken over this small feed barn and paddock.

[18] Redler Creek Road Drain

Ammo (Few), Item of Note (Magazine: Perk), Items ($), Underground

Wade into this channel that irrigates the fields south of Redler Creek, as there are two alcoves here with a stash; one has a Perk Magazine.

[19] Testicle Festival Grounds

Items (Few)

Are you ready for the forthcoming Testy Festy? If you've completed both of Casey Fixman's **missions** (at the Spread Eagle bar in Fall's End), this is where the festival is held. Normally this is a scattered field with a few items.

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John's Region

Subregion 6: Lamb of God Church

Overview

A steep and mostly impenetrable mountain wilderness along the western half of this subregion means cult activity is focused mainly on an old, disused missile silo appropriated by John Seed. You must destroy John's Gate when ridding this region of cultists. Beforehand, it's wise to visit Grace Armstrong at the Lamb of God Church to help her withstand a cult onslaught. Then you can entertain the ramblings of alien hunter Larry Parker, over at his "laboratory" on the eastern fringe, near Fall's End.

Please note! This subregion contains no cult outpost or cult properties; if you're looking for the subregion map, it is located at the Lamb of God Church.

Collectibles (5)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
6	Magazine	Lamb of God Sacristy	**Hunting**: Wild Boar
2	Cheeseburger Bobblehead	Bradbury Tractor Farm	Mission: Mint Condition
2	Collectible Comic Book (Mars)	Parker Laboratories	Mission: Golden Age Nostalgia
7	**Prepper** Stash	Armstrong Residence	Mission: Foxhole
8	**Prepper** Stash	Hope County Jail Bus	Mission: Playing with Fire

Missions* (6)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	15	Grace Under Fire	Grace Armstrong	Lamb of God Church
Side	16	Exodus	Resistance Member	Lamb of God Church
Story	17	Free Larry	Larry Parker	Parker Laboratories
Side	18	The Hero’s Journey	Larry Parker	Parker Laboratories
Side	19	Close Encounters	Larry Parker	Parker Laboratories
Side	20	Out of This **World**	Larry Parker	Parker Laboratories

* Many of these **missions** don’t begin here, but the culmination of the Resistance **missions** takes place at this location.

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 1

Fishing: Golden Trout, Paddlefish Sturgeon (Hard), Pallid Sturgeon

Hunting: American Black Bear (2), Grouse (2)

Plants: Jimson Weed

Primary Locations (9)

[37] John's Gate

Ammo (Few), Climbing Spots, Enemies (Cultist), Item of Note (Documents), Landmark, Propane Tank (Large: Explosive), Underground, Vehicle (Car/Truck; Trailer; Quad), Vista

Missions*: Story: The Cleansing, The Confession, The Atonement, Wrath, The Quality of Mercy; Side: John's Revenge

*These **missions** don't begin here, but the culmination of the Resistance **missions** takes place at this location.

John Seed

Deputy Joey Hudson

The secrets of John Seed's operation are contained within a disused missile silo up in the steep mountain foothills, in the northwestern part of Holland Valley. Investigate the interior during the story **missions** only (where you scavenge a great deal more ammo and items). Expect cultists on the exterior at all times. Note the windsock on the compound's eastern edge; this is good for a quick exit if you're wearing a wingsuit.

[38] Security Gate

Climbing Spots, Enemies (Animal), Enemies (Cultist), Item of Note (Documents), Zip Lines

This security checkpoint is mainly utilized during John Seed's resistance story mission. Under normal circumstances, expect a light cult presence and the odd wild animal.

[39] Steele Farm

Ammo (Few), Climbing Spot, Enemies (Cultist), Gas Canister and Propane Tank (Explosive), Item of Note (Documents, Perk Magazine), Shop (Garage)

The main dwelling has been scorched by cultist flamethrowers, but the garage shop still remains. Check the caravan's roof for a Perk Magazine.

[40] Lamb Of God Church

Ammo (Haul!), Climbing Spots, Character of Note (Grace Armstrong), Gas Canister (Explosive), Enemies (Cultist), Gun for Hire, Item of Note (Documents, Map), Items (Safe), Landmark, Vehicle (Car/Truck), Zip Lines

Mission: Story: Grace Under Fire; Side: Exodus

Grace Armstrong

A sharpshooter named Grace Armstrong is sitting atop the bell tower, defending the graves of heroes slain by a cultist wrecking crew. Join her; she's an impressive specialist. There's a good amount of ammo to find, as well as the map. Check the bell tower, the white shed (smash the boarded window at the back), and the church interior.

[41] Lamb Of God Sacristy

Ammo (Few), Bliss (Barrels, Effect), Enemies (Cultist), **Fishing** Location, Item of Note (Magazine: Wild Boar), Shop (Boat), Vehicle (Boat), Warning! Mounted MG!, Zip Lines

A small, shrinelike building where cultists have defiled Lamb of God Church vestments sits by a once-picturesque river. Note the nearby dock and boat shop. Expect a cult presence here. Check inside the sacristy for a **Hunting** Magazine.

[42] Armstrong Residence

Ammo (Haul!), Barrels and Propane Tank (Explosive), Climbing Spots, Enemies (Animal, Cultist), Item of Note (Documents; Magazine: Perk x3), Items ($, Safe), **Prepper** Stash, Underground, Vehicle (Car/Truck, Quad), Zip Lines

Mission: **Prepper** Stash—Foxhole

Grace Armstrong's home is now ablaze, and a tough crew of cultists are usually roaming this area, with more intermittently appearing along the road. Complete the **Prepper** Stash mission to uncover a bunker with a sizeable haul.

[43] Bradbury Tractor Shed

Ammo (Few), Barrel (Explosive), Collectible (Cheeseburger Bobblehead), Climbing Spots, Enemies (Cultist), Vehicle (Car/Truck, Tractor), Zip Lines

This is part of the Bradbury Farm compound (mostly to the south and west) and the dirt road that bisects this subregion. Expect a light, hostile cult presence. Though there's minor salvageable items inside the main shed and lean-to, check the smaller shed. Smash the window boards and uncover an ammo stash and bobblehead.

[44] Hope County Jail Bus

Ammo (Haul!), Barrel (Explosive), Climbing Spots, Gas Canister (Explosive), Enemies (Animal, Cultist), Item of Note (Magazine: Perk x3; Molotov Enhanced Recipe), Item (Sewer Pipe Stash Key, $), Lock and Key, **Prepper** Stash, Underground, Zip Line

Mission: **Prepper** Stash: Playing with Fire

An old school bus is slowly rusting by a nearby pond and inlet pipe; head there after obtaining a necessary key from a mauled man (on the pond bank in Subregion 7), and uncover a **Prepper** Stash. Watch for cultists!

[45] Parker Laboratories

Ammo (Few), Climbing Spots, Collectible (Comic Book: Mars), Far Cry Arcade (Editor), Items (Safe), Propane Tank (Large and Small, Explosive)

Missions: Story: Free Larry; Side: The Hero's Journey, Close Encounters, Out of This **World**

Larry Parker

Slightly deranged scientist Larry Parker lives here. He seems to believe in alien conspiracies. Currently, he's trapped in an electrical device of his own making. Free him to start his series of **missions**, once you give his place the once-over.

Secondary Locations (2)

[20] Cult Bridge

Climbing Spots, Enemies (Cultist), Hostage (Liberate), Zip Lines

Along the winding trail leading from the security gate to John’s Gate is a rope bridge. A collection of cultists threaten a civilian on the northeastern side, led by a VIP. Can you help?

[21] Holland Valley Tunnel

Ammo (Few), Item of Note (Magazine: Perk)

Eden’s Gate has sealed this tunnel completely, so no ground traffic can leave Holland Valley. Head here to harvest Jimson Weed or to grab a Perk Magazine from a pickup flatbed.

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John's Region

Subregion 7: Seed Ranch

Overview

The flat land in this region's southwestern corner, separated by the winding Henbane River, is the perfect spot for an airfield: In fact, there are two of them, though one is completely under cult control and features the **Seed Ranch**, a heavily guarded compound that's a priority to liberate. Farther east is the airfield, where Nick and Kim Rye are steadfastly refusing to bow down to cult demands. This is the place to learn to fly, if only to witness the bizarre crop circle over the Bradbury Farm to the northwest.

Collectibles (3)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
7	Magazine	Seed Ranch	Hunting: White Tail Deer
3	Collectible Comic Book (Mars)	Bradbury Farm	Mission: Golden Age Nostalgia
9	Prepper Stash	Laurel Residence	Mission: Deep Dive

Missions (5)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	21	Wingman	Nick Rye	Rye & Sons Aviation
Story	22	Light 'Em Up	Kim Rye	Rye & Sons Aviation
Story	23	Air Raid	Kim Rye	Rye & Sons Aviation
Story	24	Special Delivery	Kim Rye	Rye & Sons Aviation

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Fishing: Golden Trout (Hard), Lake Trout (Hard), Paddlefish Sturgeon (Hard)

Hunting: American Black Bear, Duck, Turkey

Plants: Prickly Lettuce

Cult Outposts (1)

[6] Seed Ranch

+RP; Ammo (Plenty); Barrels, Gas Canister (Explosive); Climbing Spots; Enemies (Cultist); Grapple Spots; Guns for Hire; Item of Note (Documents; Magazine: Hunting: White Tail Deer; Map); Shop (Hangar; General); Vehicle (Car/Truck); Warning! Alarm! Mortar! Mounted MG!; Zip Lines

Difficulty: ★★★★

Rewards: Speeder (Outfit), Money, Resistance Points: 400 (Holland Valley)

Missions: Cult Outpost

John's property contains a private airfield and is heavily guarded at all times. Once you've cleared the lodge, the hangar, and the surrounding grounds of foes, this becomes an excellent spot to purchase and trade guns, equipment, and aircraft. Use this as your southwest base as you progress.

Cult Properties (3)

[9] Silo: Bradbury Farm

Propane Tank (Large: Explosive)

Positioned in the northwest corner of the field with the crop circle, well away from the main buildings.

[10] Silo: Bradbury Hay Field

Barrels (Explosive), Enemies (Cultist), Propane Tank (Large: Explosive), Items (Safe), Vehicle (Tractor)

The silo is positioned by the dirt road, next to a large red barn in a low-lying wooded area.

[11] Silo: Seed Ranch Runway

Enemies (Cultist), Propane Tank (Large: Explosive), Vehicle (Quad)

This silo sits on the eastern side of runway 20 (not to be confused with Nick Rye's runway 21), north of the main cult outpost in these parts. Expect minor resistance.

Primary Locations (6)

[46] Bradbury Farm

Ammo (Plenty); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Collectible (Comic Book: Mars); Enemies (Animal, Cultist); Item of Note (Documents; Bradbury Farm Key; Magazine: Perk); Items ($); Lock and Key; Vehicle (Tractor); Warning! Mounted MG!; Zip Lines

The main cluster of farm structures on the west side of the Bradbury land consists of a green-roofed warehouse (with a locked storage area containing ammo and a Perk Magazine), a green domed silo (explored during Larry Parker's mission), and a large hay barn containing a moonshine still and a mattress with a comic book. Nearby is a key that opens the locked storage area.

[47] Bradbury Hay Field

Barrels and Propane Tank (Explosive), Enemies (Cultist), Items (Safe), Vehicle (Tractor)

The eastern perimeter of the hay field with the crop circle on it features a barn. Cultists usually attempt to immolate some slain civilians.

[48] Laurel Residence

Ammo (Haul!), Barrel and Gas Canister (Explosive), Climbing Spots, Enemies (Cultist), Item of Note (Magazine: Perk x3; Laurel Residence Key), Items ($; Safe x2), Lock and Key, **Prepper** Stash, Underground, Vehicle (Car/Truck), Zip Lines

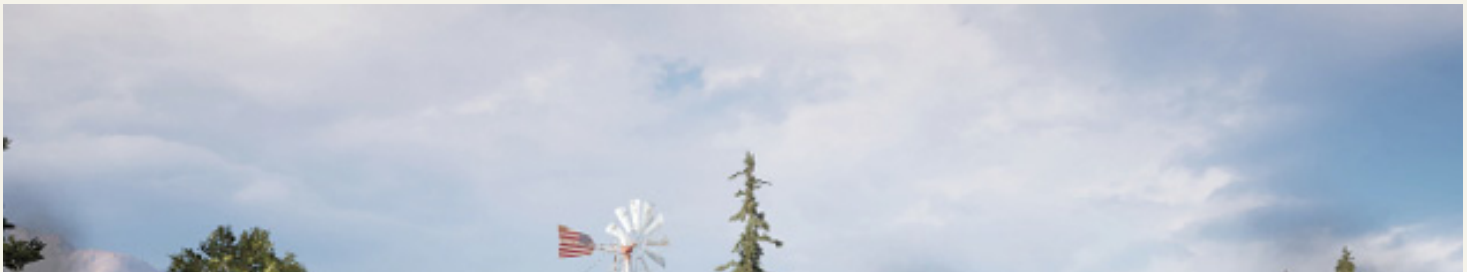
Mission: **Prepper** Stash—Deep Dive

Expect a cult presence at this house, along with Resistance reinforcements arriving soon afterward. Inspect the house (did you check the attic? Did you find the safe in the back bedroom via a window smash?); then head outside, passing the beehives, and solve the **Prepper** Stash puzzle for a bunker haul, including three Perk Magazines. The keycard is in the flooded bunker.

[49] Eden's Gate Greenhouse

Bliss (Effect), Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Gas Canister (Explosive), Item of Note (Documents; Magazine: Perk), Vehicle (Car/Truck)

This houses a small grow operation, yet to yield any Bliss, with a plowed field just northeast of John's **Seed Ranch**. Climb the turbine to the platform for a small haul and a Perk Magazine. Step into the greenhouses to feel the effects of Bliss.



[50] Seed Boat Launch

Barrel, Gas Canister, Propane Tank (Explosive); Bliss (Barrel); Enemies (Cultist); **Fishing** Spot; Item of Note (Documents); Hostage (Liberate); Shop (Boat); Vehicle (Boat, Car/Truck, Plane)

Expect a light to medium cult presence on the shore and at the river. After the **Seed Ranch** is under Resistance control, this is the perfect spot to launch a boat for river patrols.

[51] Rye & Sons Aviation

Ammo (Plenty), Barrels and Propane Tank (Explosive), Character of Note (Kim Rye, Nick Rye), Far Cry Arcade (Editor), Gas Canister (Explosive), Item of Note (Documents, Rye Residence Key), Items (Safe x2), Lock and Key, Vehicle (Car/Truck)

Missions: Story: Wingman (Part 1), Wingman (Part 2), Air Raid, Light 'Em Up, Special Delivery

Specialist: Nick Rye (Soldier)

Nick Rye

Kim Rye

Nick Rye and his heavily pregnant wife, Kim, are under attack by Peggies, and their beloved plane has been stolen. Help Nick take it back, completing Story Mission: Wingman. Kim makes an appearance, after which Nick becomes a Roster Specialist. To grab a stash of ammo under the stairs of their residence, find the key in the small shed in the middle of their backyard.

Note that Nick's airfield is marked "21" while the **Seed Ranch** runway is marked "20"; be sure you're using the correct one!

Secondary Location (1

[22] Bradbury Field Crop Circle

Enemies (Animal, Cultist)

The odd symbol you may have spotted on your **world** map is an alien crop circle symbol. Check the dead cows in one of the circles, and you may see one of them glowing slightly. Larry Parker may have the answers.

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John's Region

Subregion 8: Kellett Cattle Co.

Overview

Though the cult has commandeered the Kellett Cattle Company and is slaughtering cows for their meat, you'll be spending much more time at Fall's End, in the northwestern part of this subregion. Here, two of the main **Resistance fighters** require your assistance (and the Spread Eagle cook). Elsewhere, expect a mixture of agricultural land, scorched dwellings (thanks to cult insanity), and toughened folks like Wendell Redler, who haven't been kowtowed by John's goons. Also check the southeastern wild lands for evidence of cult activity; the more remote you get, the more odd the activities become…

Collectibles (6)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
8	Magazine	Fall's End	**Fishing**: Bull Trout
9	Magazine	Old Silo	**Hunting**: Duck
10	Magazine	Miller Residence	Plants: Jimson Weed
4	Vietnam Lighter	Miller Residence	Mission: What They Carried
10	**Prepper** Stash	Sunrise Threshing	Mission: Man Cave
11	**Prepper** Stash	Wellington Residence	Mission: Fire in the Hole

Missions (10)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	25	The Widowmaker	Mary May Fairgrave	Fall's End
Story	26	Hit the Gas	Mary May Fairgrave	Fall's End
Story	27	The Revelator	Mary May Fairgrave	Fall's End
Story	28	Good Samaritan	Pastor Jerome Jeffries	Fall's End
Story	29	The Scattered Flock	Pastor Jerome Jeffries	Fall's End
Story	30	Jumping Ship	Pastor Jerome Jeffries	Fall's End
Story	31	Testy Festy	Casey Fixman	Fall's End
Story	32	Prairie Oyster Harvest	Casey Fixman	Fall's End
Story	33	What They Carried	Wendell Redler	Redler Residence
Side	34	Cow Punching	Resistance Member	**Kellett Cattle Co.**

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Fishing: Bull Trout, Paddlefish Sturgeon, Paddlefish Sturgeon (Hard)

Hunting: Gray Wolf, Turkey Vulture, White-Tail Deer (3)

Plants: Lupine, Mustard

Cult Outposts (1)

[7] Kellett Cattle Co

Ammo (Haul!), Barrels and Gas Canister (Explosive), Enemies (Animal, Cultist), Hostage (Liberate), Item of Note (Documents; Map; Kellett Residence Key), Items ($, Safe), Lock and Key, Shop (General), Warning! Alarm! Mounted MG!, Zip Lines

Difficulty:★★

Rewards: “The Reaper” (Vehicle), Money, Resistance Points: 400 (Holland Valley)

Missions: Cult Outpost; Side: Cow Punching

Eden’s Gate has taken over this cattle farm and is slaughtering the cows for their meat. Expect a hostage situation with civilians outside and in the farmhouse. Otherwise, clear these structures to obtain a subregion map and a special vehicle, and find the key in the bedroom to open a weapons stash near the arcade machine.

Cult Properties (3)

[12] Silo: Fall’s End Fields

Enemies (Cultist), Propane Tank (Large: Explosive)

The semicircular fields to the northwest of Fall’s End house a hay barn and silo. Expect a light cult presence.

[13] Silo: Sunrise Threshing Fields

Enemies (Cultist), Propane Tank (Large: Explosive), Vehicle (Quad)

South of **Sunrise Farm** (in Subregion 5) and north of Sunrise Threshing is a silo in the irrigated fields. Not for long!

[14] Silo: Kellett Cattle Co. Fields

Enemies (Cultist), Propane Tank (Large: Explosive), Vehicle (Quad)

Find this towering explosive cylinder at the east end of the **Kellett Cattle Co.** field, near a pond.

Primary Locations (8)

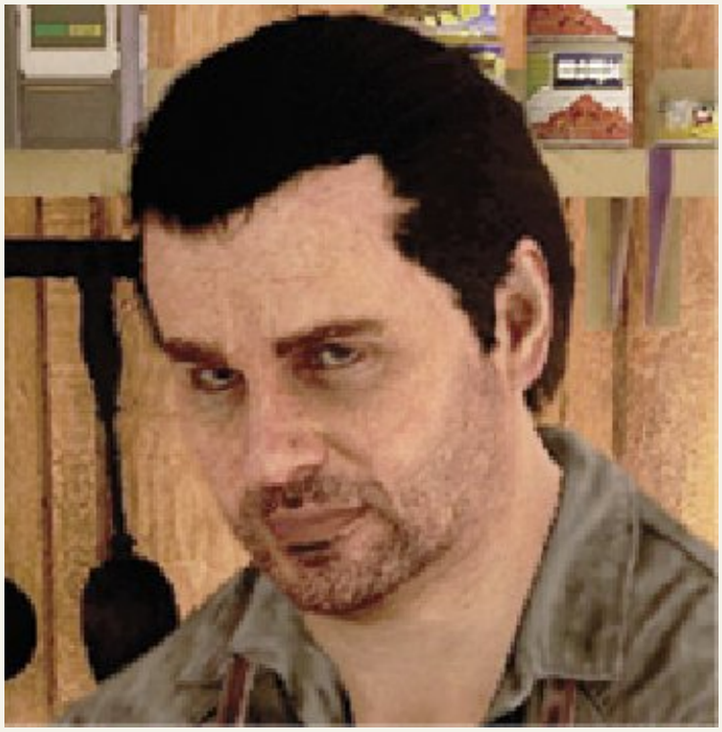
[52] Fall's End

Ammo (Haul!), Climbing Spots, Character of Note (Casey Fixman, Mary May Fairgrave, Pastor Jerome Jeffries), Enemies (Cultist), Far Cry Arcade (Editor), **Guns for Hire**, Hostages (Liberate), Item of Note (Documents; Magazine: **Fishing**: Bull Trout; Clutch Nixon Stunt Map), Items ($, Safe x2), Propane Tank (Large: Explosive), Shop (Garage, General), Vehicle (Car/Truck, Quad), Warning! Mounted MG!, Zip Lines

Missions: Story: The Widowmaker, Hit the Gas, The Revelator, Good Samaritan, The Scattered Flock, Jumping Ship; Side: Testy Festy, Prairie Oyster Harvest

Mary May Fairgrave

Pastor Jerome Jeffries



Casey Fixman

Fall's End contains the largest concentration of **Resistance fighters** in Holland Valley and should be one of the first **locations** you liberate. Afterward, expect several **missions** to complete. Other liberated folk (such as Nick Rye and Merle Briggs) are hanging out in the Spread Eagle, the town's bar.

Note that despite this being a primary location, you can (and should) still liberate it for the Undetected bonus. There are new weapons available to purchase once the liberation has occurred, too.

After liberation, search the Spread Eagle for a Clutch Nixon map, the general store for shopping and a **fishing** magazine, the blue house at the crossroads for a safe and ammo, the garage, the water tower, and the church. All these structures are accessible.

[53] Old Silo

Ammo (Plenty), Climbing Spots, Enemies (Animal, Cultist), Gas Canister and Propane Tank (Explosive), Item of Note (Documents; Magazine: **Hunting**: Duck; Magazine: Perk), Items ($), Vehicle (Tractor)

This old silo in the middle of nowhere was once a hideout. Shoot the lock to lower the outside ladder, which allows access into the “dome.” Check above for a stash and a Perk Magazine, then look around for a **hunting** magazine, more loot, and spaces to drop down and exit.

[54] Kay-Nine Kennels

Ammo (Few), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Poster), Hostage (Liberate), Gas Canister (Explosive), Item of Note (Documents), Zip Line

The situation at this dog-boarding location is grim. There's very little to scavenge, and a good deal of mess.

[55] Sunrise Threshing

Ammo (Haul!), Climbing Spots, Enemies (Cultist), Gas Canister (Explosive), Item of Note (Magazine: Perk x3), Items ($), **Prepper** Stash, Underground, Vehicle (Car/Truck)

Prepper Stash Mission: Man Cave

A small band of cultists have taken over this hay barn and the outbuildings. Clear the area before finding a way into the garage to secure some Perk Magazines and a good deal of loot. The trailer over the hatch in the fenced-off exterior part of the garage is where you need to be.

[56] Redler Residence

Ammo (Haul!), Character of Note (Wendell Redler), Item of Note (Documents, Redler Residence Key), Lock and Key, Propane Tanks (Explosive)

Side Mission: What They Carried

Wendell Redler

Meet the Vietnam vet Wendell Redler inside his modest home. If you're wondering how to obtain the stash inside the shed, complete the mission; Wendell gives you the keycard to open it.

[57] Adams Ranch

Ammo (Plenty), Barrel (Explosive), Climbing Spots, Enemies (Cultist), Propane Tank (Small: Explosive), Warning! Mounted MG!, Zip Lines

Expect a fight between Peggies and Resistance members as you arrive at this small ranch. Watch for a foe with an RPG. Clear the area, using a flamethrower found on the upper balcony inside the red barn.

[58] Miller Residence

Ammo (Few), Climbable Spots, Collectible (Vietnam Lighter), Gas Canister (Explosive), Item of Note (Documents; Magazine: Perk; Magazine: Plants: Jimson Weed), Items (Safe), Propane Tank (Large: Explosive), Underground

Though the Millers aren't home and their house is inaccessible, there's a white (and bloody) shed in one corner of the property that houses a safe. Outside is a hatch to a bunker. Explore down there to obtain a Vietnam Lighter, a Perk Magazine, a magazine all about Jimson Weed, and evidence that the Millers can take care of themselves.

[59] Wellington Residence

Ammo (Haul!), Bliss (Barrel, Effect), Enemies (Animal, Cultist), Gas Canister (Explosive), Item of Note (Documents, Magazine: Perk x3), Items ($), **Prepper** Stash, Propane Tank (Small: Explosive), Underground

Mission: **Prepper** Stash—Fire in the Hole

Follow Orville Creek south, or the trail from near the Miller residence, and you come across this remote cabin by a beautiful waterfall. This leads to a frightening and abandoned mine tunnel, now teeming with cultist Angels. Fill in the underground pool to access the **prepper** stash.

Secondary Locations (4)

[23] Sewer Inlet Pond

Ammo (Few), Enemies (Animal), Item of Note (Sewer Pipe Stash Key)

This is marked due to the key you may need (it's by the corpse being mauled by a bear), when searching for the **Prepper** Stash in the sewer drain as part of the **Prepper** Stash Mission: Playing with Fire (Hope County Jail Bus).

[24] Tractor Shed

Ammo (Few), Enemies (Cultist), Gas Canister (Tube, Explosive), Vehicle (Tractor)

Check this shed for possible cult activity, a small amount of ammo, and the possibility of a tractor. Have you minced anyone with it yet?

[25] River Inlets

Bliss (Barrel, Effect)

The southernmost part of the Henbane River features inlets, and the ground is steaming with Bliss gases. This is the last known location of the infamous Judge Moose. Find out more about him at the Green-Busch Fertilizer Co. (side mission).

[26] Adams Ranch Wood Shed

Ammo (Few), Enemies (Cultist), Item of Note (Documents, Magazine: Perk), Propane Tank (Small: Explosive), Vehicle (Helicopter, Quad)

Sneak around to the top of the hill south and above the Adams Ranch to secure ammo, items, and a Perk Magazine. Then attack using the height advantage via either path that leads here.

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Jacob's Region

Overview

The northern territories of Hope County are the domain of Jacob Seed, a cold-blooded Gulf War vet with a penchant for animal experimentation. To build their army, Eden's Gate indoctrinates soldiers and transforms wolves into monsters known as Judges. To this end, the more nefarious activities are easily hidden, as this is a vast expanse of craggy rocks, high peaks, rough trails, and numerous cabins tucked away in rocks or among the trees. Multiple rivers and lakes have an abundance of wildlife both skittish and terrifying but none more so than the Judge Wolves.

The Wolf's Den is the heart of the Resistance here. Eli Palmer and Tammy Barnes lead the fight against the cult in these parts, and joining **the Whitetail Militia** is a priority. You achieve this by impressing Eli, but fighting the cult to prove your worth is only part of the battle.

STATISTICAL DATA (TOTALS)

ACTIVITY	NOTES	TOTAL	CUMULATIVE TOTAL
Resistance Points	4 Levels	10,000	25,100 of 38,100
Specialists	Jess Black (Baron Lumber Mill), Cheeseburger (Linero Building Supplies), Hurk Drubman Jr. (Fort Drubman)	3	6 of 9
Missions	Story and Side	34	77 of 115*
Missions	**Prepper** Stash	7	20 of 28*
Cult Outposts	Cult Outpost **Missions**: Liberation	5	13 of 21**
Cult Properties	Wolf Beacons: Side Mission—Call of the Wild	10	26 of 42
Magazines***	**Fishing** (6), **Hunting** (2), Plants (2)	10	20 of 32
Cheeseburger Bobbleheads	**Side Mission: Mint Condition**	6	8 of 10
Collectible Comic Books	**Side Mission: Golden Age Nostalgia**	3	6 of 12
Cougars Baseball Cards	**Side Mission: Grand Slam**	9	9 of 9
Vietnam Lighters	**Side Mission: What They Carried**	4	8 of 12
Vinyl Crates	**Side Mission: Turn the Tables**	10	10 of 10
Whiskey Casks	**Side Mission: Whiskey River**	6	8 of 15

*Total Mission count—Story, Side, and **Prepper** Stash—is 41 for this region and 143 total for Hope County.

**Fall's End in Holland Valley is not counted. Baron Lumber Mill in Whitetail Mountains is counted.

***Perk Magazine totals are not counted.

Resistance Missions (6)

The following table details the available **missions** that are not centered on a particular subregion, or should be undertaken immediately. The numbering indicates the order these **missions** are presented in the **Missions** Chapter of this guide.

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	Mountain Armed Convoy	Dutch	Whitetail Mountains
Story	30	The **World** Is Weak	Jacob Seed	Grand View Hotel (Subregion 2)
Story	31	We Must Be Strong	Jacob Seed	Grand View Hotel/St. Francis Veteran Center (Subregions 2/3)
Story	32	Sacrifice the Weak	Jacob Seed	Grand View Hotel/St. Francis Veteran Center/Wolf's Den (Subregions 2, 3, 5)
Story	33	Only You	Jacob Seed	Wolf's Den (Subregion 5)
Story	34	Casualties of War	Jacob Seed	Jacob's Armory (Subregion 2)

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Jacob's Region

Subregion 1: PIN-K0 Radar Station

Overview

Perhaps the most inaccessible part of Whitetail Mountains, the **PIN-K0 Radar Station** sits above gorges, scree slopes, and ice-blue lakes that would be picturesque were it not for the scars of Eden's Gate activity. Much of this territory is to the west of the main tarmac road. Expect waterfalls, an abundance of grapple climbing, numerous trails leading to odd out-of-the-way **locations**, and few major confrontations.

Collectibles (10)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
1	Magazine	Whitetail Park Visitor Center	Fishing: Rainbow Trout
1	Cheeseburger Bobblehead	Whitetail Park Visitor Center	Mission: Mint Condition
1	Collectible Comic Book (Zombie)	Jefferson Lookout Tower	Mission: Golden Age Nostalgia
1	Cougars Baseball Card	North Aerial Tower	Mission: Grand Slam
2	Cougars Baseball Card	Mountain Pumpkin Patch	Mission: Grand Slam
1	Vietnam Lighter	Whitetail Park Visitor Center	Mission: What They Carried
2	Vietnam Lighter	Patriot's Treehouse	Mission: What They Carried
1	Vinyl Crate	Hunter's Pass Shelter	Mission: Turn the Tables
1	Prepper Stash	Rattlesnake Trail Bridge	Mission: Mayday
2	Prepper Stash	Ozhigwan Falls	Mission: Cliffhangar

Missions (2)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	2	Static Frequency	Resistance Member	PIN-K0 Radar Station
Side	3	Quadzilla	Clutch Nixon	PIN-K0 Radar Station

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 6

Fishing: Arctic Grayling Salmon, Arctic Grayling Salmon (Hard)

Hunting: Bald Eagle, Grizzly Bear, Wild Boar, Wolverine

Plants: Prairie Fire

Cult Outposts (1)

[1] PIN-K0 Radar Station

+RP; Ammo (Haul!); Bliss (Barrels); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Animal, Cultist); Grapple Spots; Far Cry Arcade (Poster); Item of Note (Map, **PIN-K0 Radar Station** Armory Key); Items ($, Safe); Lock and Key; Shop (General); Vehicle (Car/Truck, Helicopter, Quad); Vista; Warning! Alarms! Mortar! Mounted MG! Zip Lines

Difficulty: ★★★★

Mission: Cult Outpost; Side: Static Frequency; Side: Clutch Nixon—Quadzilla

Rewards: Kaumbat H-158 Sky Scarab (Vehicle), Money, Resistance Points (400; Whitetail Mountains)

Eden's Gate is using the abandoned military radar station to watch the forest and maintain air superiority in the area. Open the armory stash in the small security entrance hut by grabbing the key from a table on the upper floor of the domed tower structure.

Cult Properties (2)

[1] Wolf Beacon: Northwest Cedar Lake

+RP, Ammo (Few), Bliss (Barrels), Enemies (Animal, Cultist), Landmark, Propane Tank (Small: Explosive), Vehicle (Quad)

This amplification unit is nestled on the flat plateau above the initial cliffside on the western side of Cedar Lake, due north of Grand View Hotel.

[2] Wolf Beacon: Radar Station Cliffs

+RP, Ammo (Few), Bliss (Barrels), Enemies (Animal), Landmark, Propane Tank (Small: Explosive), Vehicle (Quad)

This is on a narrow cliff ledge, midway up from the winding main road, northeast of the **PIN-K0 Radar Station**. Grapple up from the bend in the road for easiest access.

Primary Locations (7)

[1] Rattlesnake Trail Bridge

Ammo (Haul!), Climbing Spots, Enemies (Cultist), Grapple Spots, Items (Haul!), Lock and Key, **Prepper** Stash, Vista

Mission: **Prepper** Stash—Mayday

You'll have a winding and treacherous climb up switchback paths and grapple points to the crash site of an **aircraft** where cultists are picking through the remains. The **Prepper** Stash (and key) is there (Secondary Location #2).

[2] Snowshoe Lake

Ammo (Few), Climbing Spots, **Fishing** Location, Grapple Spots, Enemies (Animal, Cultist), Landmark, Shop (General), Vehicle (Plan, Quad), Vista

This ice-blue lake feeds into Clagett Bay to the east and is a great source of large Arctic Grayling salmon. Hunt bald eagles here and start hiking to their nest to the south (start **Side Mission: Nature Provides** first). Watch for bears!

[3] Hunter's Pass Shelter

Ammo (Few), Collectible: Vinyl Crate, Enemies (Animal, Cultist), Item of Note (Documents), Vista

Nestled on the northeastern side of Snowshoe Lake, this tiny cabin usually has an active cult and animal presence. Push open the door to claim some small arms and a crate of records.

[4] Ozhigwan Falls

Ammo (Plenty), Climbing Spots, Enemies (Cultist), Grapple Spots, Item of Note (Ted and Ian's Lockbox Key), Items (Plenty), Landmark, Lock and Key, **Prepper** Stash, Vehicle (Car/Truck, Quad), Vista

Mission: **Prepper** Stash—Cliffhangar

Aside from grapple hooks up to Showshoe Lake and intermittent cult activity on the main road, the base of these falls holds a lockbox as part of the **Prepper** Stash mission.

[5] Jefferson Lookout Tower

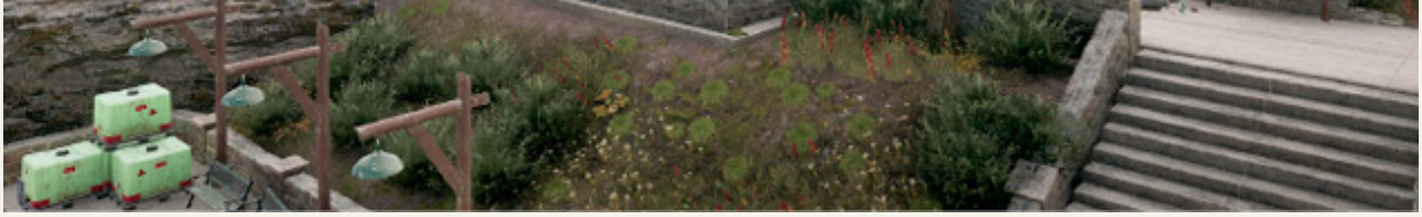
Ammo (Few), Collectible (Comic Book: Zombie), Enemies (Cultist), Far Cry Arcade (Poster), Gas Canister (Explosive), Item of Note (Documents), Vehicle (Quad), Vista

Ransacked by the cult, this wooden tower has a helipad for easy access from the air so you don't have to grapple or hike here. Come for the view and the comic book.

[6] Whitetail Park Visitor Center

Ammo (Plenty), Bliss (Barrels), Climbing Spots, Collectible (Cheeseburger Bobblehead, Vietnam Lighter), Enemies (Animal, Cultist), Far Cry Arcade (Editor), Item of Note (Documents, Magazine: **Fishing**: Rainbow Trout), Items ($), Zip Lines

At the foot of the mountains below the lookout tower is a good-sized visitor center, now a stopping point for the cult's reaping trucks. Expect reasonably tough opposition before investigating the information center (for a Vietnam Lighter and magazine) and the souvenir shop (for a Bobblehead).



[7] Hawkeye Tunnel

Ammo (Few), Climbing Spots, Grapple Spots, Items (Few), Landmark, Underground, Vista

This is a favorite spot for the cult to throw nonbelievers to their deaths—from “Devil’s Drop,” an opening halfway down the tunnel. If you have a wingsuit, you can fly from here or from an even higher point above the tunnel. Grapple up to reach it.

Secondary Locations (16)

[1] Rattlesnake Lake

Ammo (Few), Enemies (Animal), **Fishing** Spot, Item of Note (Magazine: Perk)

The lake near where Rattlesnake Trail ends is teeming with wildlife. Check the hunter’s hide on the south shore for a Perk Magazine.

[2] Plane Crash Site

Ammo (Plenty), Enemies (Cultist), Climbing Spots, Item of Note (Magazine: Perk x3; Kyle's Lockbox Key), Lock and Key, **Prepper** Stash, Vista

Mission: **Prepper** Stash—Mayday

A small plane has crashed atop the cliffs above Rattlesnake Trail. Inspect the debris to uncover a key and lockbox to complete the **Prepper** Stash mission.

[3] Patriot's Treehouse

Ammo (Few), Climbable Spots, Collectible (Vietnam Lighter), Enemies (Animal), Item of Note (Documents, Magazine: Perk), Items (Safe), Underground, Vista

Climb up from the lakeshore to reach this tree platform with a bunker at its base. Watch for snakes. Enter the bunker to uncover some prized items, including a collectible Vietnam Lighter.

[4] North Aerial Tower

Ammo (Few), Climbing Spots, Collectible (Cougars Baseball Card), Enemies (Animal, Cultist), Grapple Spots, Vehicle (Helicopter, Quad), Vista, Zip Lines

Tammy Barnes requires you to clear this area of foes during one of her **missions**. This is the ideal time to check this small communications station perched high above Cedar Lake with views of the entire county! The mast makes a great base-jump point, though there's an official one nearby too. Check the cabin for the collectible.

[5] Cult Checkpoint

Ammo (Few), Bliss (Barrels), Enemies (Cultist), Vehicle (Car/Truck)

One of the ways to reach the cult outpost is by road. The checkpoint north of the mountain has a guarded checkpoint to negotiate.

[6] Radar Station Valley Helipad

Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Grapple Spots, Shop (Helicopter), Vehicle (Quad)

Note the Fast-Travel icon near this location, which allows you to land your own helicopter and use the shop here. Beware of foes on the switchback trails.

[7] Radar Station Valley Watchtower

Ammo (Few), Barrel (Explosive), Climbing Spots, Enemies (Animal, Cultist), Item of Note (Magazine: Perk), Vehicle (Quad), Vista

Access the watchtower via a side trail near the helipad to the north. Head here to check the views of the valley and grab a magazine from the tent area.

[8] Chinook Tunnel

Enemies (Cultist), Landmark, Vista

This tunnel is smaller and less impressive than the Hawkeye Tunnel to the south. Use it as a landmark and a way to access the trails that encircle this location.

[9] Radar Station Barracks

Ammo (Few), Enemies (Cultist), Gas Canister and Propane Tank (Explosive), Grapple Spots, Vehicle (Quad)

On the threshold of the cult outpost, below the main structures, is a metal and rudimentary barracks. There is usually little to no cult presence. There are some items and a grapple cliff here.

[10] Clutch Nixon Shrine (PIN-K0 Radar Station)

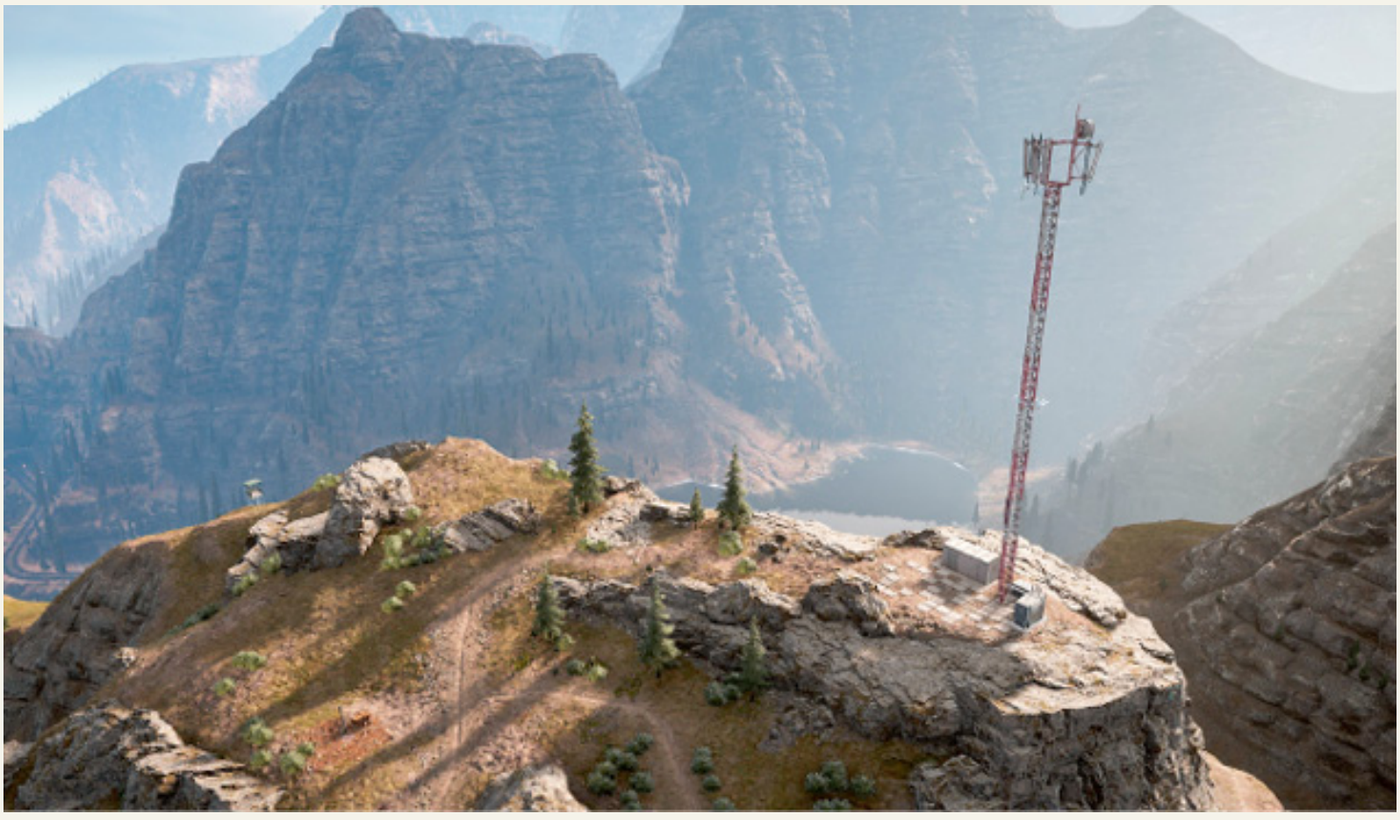
Mission: Side—Quadzilla

A clifftop shrine dedicated to the Master of Mayhem, Clutch Nixon. Start a quad downhill mission from here. If you dare!

[11] South Aerial Tower

Ammo (Few), Bliss (Bar Climbing Spots, Grapple Spots, Vista rels), Enemies (Cultist), Vehicle (Car/Truck)

Tammy Barnes at Wolf's Den needs you to ascend here during one of her **missions**. Otherwise, come here for the base-jumping and **hunting** opportunities.



[12] Mountain Pumpkin Patch

Ammo (Few), Collectible (Cougars Baseball Card), Enemies (Animal), Vista

A small pumpkin nursery has recently been ransacked by the cult. Step over the carnage, checking the gardener's hut for a collectible and items.

[13] Cult Lookout Platform

Ammo (Few), Enemies (Cultist), Grapple Spots, Item of Note (Magazine: Perk), Vista

Northwest of Jefferson Lookout Tower is a more rudimentary cult version, where Peggies like to try out their weapons. Grapple to the platform to find a Perk Magazine.

[14] Eagle Eyrie

Climbing Spots, Enemies (Animal), Grapple Spots, Vista, Zip Lines

The high cliff ridge south of Snowshoe Lake is the domain of the bald eagle. Start Bo Adams's side mission first so your grappling ascent to this mountaintop isn't for nothing. You can approach from the scree slopes to the south to reach here too.

[15] Cliffhangar Truck

Ammo (Few), Climbing Spots, Enemies (Animal), Grapple Spots, Item of Note (Magazine: Perk x3), Lock and Key, **Prepper**

Stash

Mission: **Prepper** Stash—Cliffhangar

The remains of a burning pickup truck lie at the bottom of Ozhigwan Falls. Open the nearby lockbox to complete the **Prepper** Stash mission.

[16] Ravine Footbridge

Climbing Spots, Grapple Spots, Vista

This allows access across the river gorge. Note that you can swing across the gorge by grappling underneath this bridge.

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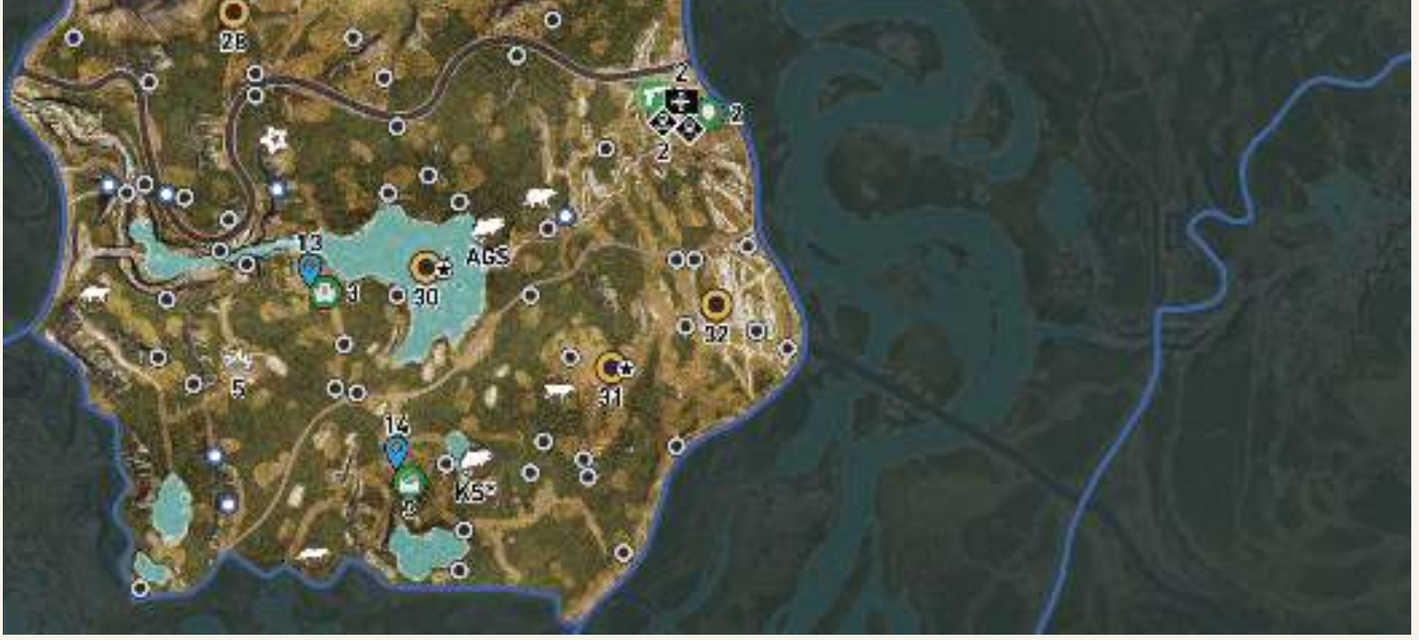
Jacob's Region

Subregion 2: Whitetail Park Ranger Station

Overview

Aside from the mountainous scree slopes north of Cedar Lake, this sliver of parkland is much more forgiving for the amateur hiker; the hills are less steep, and areas of woodland, forest, lakes, and trails crisscross the land. Cedar Lake dominates the northern part of the subregion, with major cult activity occurring at the east and western ends of this once-pristine wilderness. Farther south are low mountains and wooded lakes with cabins and other interesting **locations** to find.



Collectibles (8)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
2	Magazine	Whitetail Park Ranger Station	Plants: Mustard
3	Magazine	Grand View Hotel	Hunting: Pronghorn
2	Cheeseburger Bobblehead	Whitetail Park Ranger Station	Mission: Mint Condition
3	Cheeseburger Bobblehead	Cedar Lake Island	Mission: Mint Condition
3	Cougars Baseball Card	Cooper Cabin	Mission: Grand Slam
4	Cougars Baseball Card	Northeast Cedar Lake: Cult Cabin	Mission: Grand Slam
2	Vinyl Crate	North Park Entrance	Mission: Turn the Tables
3	Vinyl Crate	Red Tail Cabin	Mission: Turn the Tables

Missions (2)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	4	Shooting Gallery	Resistance Member	Whitetail Park Ranger Station
Side	5	Nature Provides	Bo Adams	Bo's Cave

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 1

Fishing: Arctic Grayling Salmon, Kokanee Salmon (Hard, 2)

Hunting: Caribou (4), Grizzly Bear (2), Turkey Vulture, Wolverine (2)

Plants: Jimson Weed, Lupine

Cult Outpost (1)

[2] Whitetail Park Ranger Station

+RP, Ammo (Haul!), Barrels (Explosive), Bliss (Barrels), Climbing Spots, Collectible (Cheeseburger Bobblehead), Enemies (Animal, Cultist), Far Cry Arcade (Poster), Gas Canister (Tube: Explosive), Item of Note (Documents; Map; Magazine: Plants: Mustard; **Ranger Station** Shed Key), Items (Safe), Lock and Key, Shop (General), Warning! Alarms! Mortar! Mounted MG!, Zip Lines

Difficulty: ★★

Missions: Cult Outpost, Side: Shooting Gallery

Rewards: Cowhand (Outfit), Money, Resistance Points (400; Whitetail Mountains)

Eden's Gate has taken over the **ranger station** and is using it as a place to train and supply their soldiers. The topography makes this a relatively easy place to liberate. Don't forget to unlock the armory shed near the firing range; collect the key from the **ranger station** cabin with the gas pumps outside.

Cult Properties (2)

[3] Wolf Beacon: Northeast Of Cedar Lake

+RP, Ammo (Few), Enemies (Animal, Cultist), Landmark, Propane Tank (Small: Explosive)

Expect wolves and cultists fighting you and each other halfway up this remote ravine, northeast of Cedar Lake.

[4] Wolf Beacon: Rock Promontory South Of Cedar Lake

+RP, Ammo (Few), Bliss (Barrel), Enemies (Animal, Cultist), Landmark, Propane Tank (Small: Explosive), Vehicle (Quad)

A small cult contingent is caging wolves for experimentation between two rock outcrops on the rugged hills south of Cedar Lake, due west of North Park Entrance.

[5] Wolf Beacon: Central-West Lakes

+RP, Ammo (Few), Enemies (Animal, Cultist), Landmark, Propane Tank (Small: Explosive)

Farther south, just southwest of Cooper Cabin, is a clearing with a **hunting** hide and the usual amplification speakers, cluster of foes, and wolves to tackle.

Primary Locations (7)

[8] McKinley Dam

Climbing Spots, Enemies (Cultist), **Fishing** Location, Grapple Spots, Landmark, Vehicle (Car/Truck, Quad), Vista

Use this dam on the eastern side of Cedar Lake to practice your grappling and base jumping. There is no dam interior in this area.

[9] Jacob's Armory

Ammo (Few), Character of Note (Jacob Seed, Deputy Pratt), Climbing Spots, Enemies (Cultist), Landmark, Underground, Vehicle (Car/Truck, Quad), Warning! Mounted MG!

Mission: Story—Casualties of War

* Many of these **missions** don't begin here, but the culmination of the Resistance **missions** takes place at this location.

Jacob Seed

Deputy Pratt

Technically part of the McKinley Dam, this vast underground bunker complex is only accessible during the latter Resistance **missions** involving Jacob Seed (in fact, Jacob is faced elsewhere, but this is his compound). Investigate the front entrance during the story mission to uncover a great deal more ammunition and items, and rescue Deputy Pratt, but only during the mission. Expect a light enemy presence at this gate at all other times.

[10] Grand View Hotel

Ammo (Haul!), Barrels and Gas Canister (Explosive), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Poster, Editor), **Fishing** Location, Landmark, Gun for Hire, Item of Note (Documents; Magazine: **Hunting**: Pronghorn; Hotel Laundry Room Key), Items (Plenty), Lock and Key, Shop (Boat, General), Underground (Interior), Vehicle (Boat, Plane), Warning! Mortar! Mounted MG!, Vista

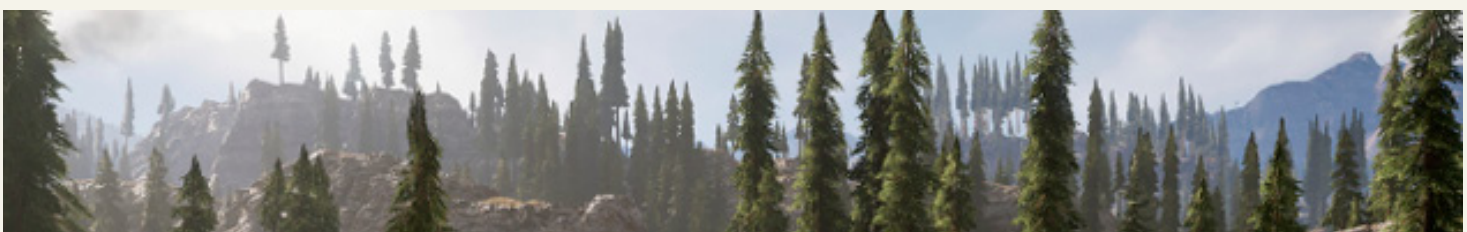
Missions: Story: The **World** Is Weak; We Must Be Strong; Sacrifice the Weak; Only You

Eden's Gate has turned this once-grand and historic hotel into a reprogramming center for civilians who won't follow orders. The grounds have squalid cages for both animals and people. The interior of the hotel is three floors of horror. Don't forget to unlock the laundry room near the southeast office where the **hunting** magazine is located. The key is on the center table in the main hall. Note that any **missions** listed are Bliss-induced and not started at this location.

[11] North Park Entrance

Ammo (Plenty), Collectible (Vinyl Crate), Enemies (Animal, Cultist), **Guns for Hire**

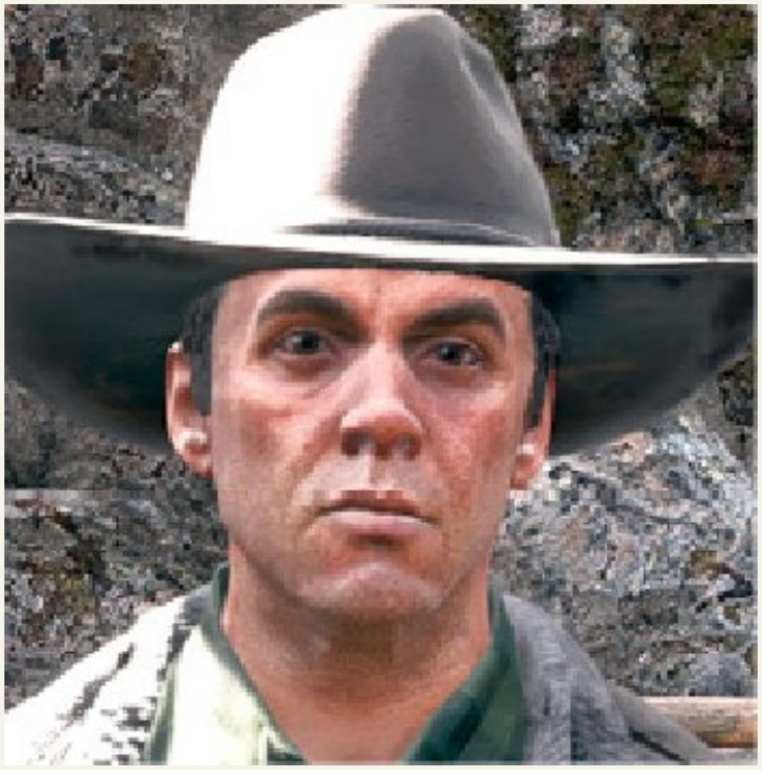
The west side of Moccasin River houses a **ranger station** entrance. The main road runs all the way to the south entrance. The place is ransacked. Check the office for some choice vinyl.



[12] Bo's Cave

Ammo (Few), Character of Note (Bo Adams), Underground, Vista

Mission: Side—Nature Provides



An outdoorsman named Bo Adams has set up camp here. The place is safe, and the mission tests your foraging skills. Find this cave by heading east from the tunnel to the west.

[13] Cooper Cabin

Ammo (Plenty), Climbing Spots, Enemies (Animal, Cultist) Collectible (Cougars Baseball Card), Far Cry Arcade (Poster), **Fishing** Location, Gas Canister (Explosive), Item of Note (Documents), Vehicle (Boat)

A once-picturesque cabin by the lake is now the scene of a grim massacre. Look in the bedroom for the baseball card. Check the root cellar (outside) for more ammo.

[14] Red Tail Cabin

Ammo (Few), Climbing Spots, Collectible (Vinyl Crate), Enemies (Animal, Cultist), Far Cry Arcade (Poster), Gas Canister (Tube: Explosive), Item of Note (Documents), Underground

This modest cabin has a small bunker hatch outside, just east of the main dwelling. The bunker is empty unless Wheaty's mission (Gearing Up) is active. Check the kitchen counter for a vinyl crate.

Secondary Locations (16)

[17] Northeast Cedar Lake: Cult Cabin

Ammo (Few), Collectible (Cougars Baseball Card), Enemies (Animal, Cultist), Item of Note (Documents), Vehicle (Boat, Plane)

This lightly guarded cabin once belonged to a militia member. Grab the baseball memorabilia before you go.

[18] Armory Exit

Ammo (Few), Enemies (Cultist)

There’s a small back entrance to Jacob’s Armory, but the interior isn’t accessible from here. Come here to scavenge ammo and kill cultists.

[19] West Cedar Lake: Fishing Cabin

Ammo (Few), Climbing Spots, Enemies (Cultist), **Fishing** Location, Vista

This small cabin is perched on rocks near an excellent Kokanee Salmon **fishing** spot.

[20] Cedar Lake Island

Ammo (Few), Collectible (Cheeseburger Bobblehead), Enemies (Cultist), **Fishing** Location, Item of Note (Magazine: Perk), Vehicle (Boat), Vista

Explore the cabin on this tiny island and fish from the dock. The cabin houses a couple of choice items.

[21] West Cedar Lake: Cult Flag Cabin

Fishing Location, Vehicle (Boat), Vista

Along the lakeside path is a boarded-up cabin with a cult flag flying outside. The place is impenetrable.

[22] Cedar Lake: Wolf Capture Camp

Ammo (Few), Bliss (Barrel), Climbing Spots, Enemies (Cultist), Item of Note (Magazine: Perk), Vista

Wolves caught by the beacons in the vicinity are taken here, ready for transport. Check the tent area for some light reading.

[23] Cedar Lake Groceries

Ammo (Few), Enemies (Cultist), **Fishing** Location, Shop (Boat), Vehicle (Boat), Vista

The Fast-Travel dock on the peninsula's northeast side has a boat shop and launch, but the store itself is boarded up.

[24] Vista Point Picnic Area

Ammo (Few), Grapple Spots, Item of Note (Magazine: Perk), Vista

The climb to the top of the peninsula south of Cedar Lake is worth it; there's a magazine to grab (under the vista information sign).

[25] Cedar Lake Peninsula: Cult Checkpoint

Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Vehicle (Quad)

Close to a small transformer station, the cult has erected a watchtower and checkpoint.

[26] Armory: Footbridge

Climbing Spots, Grapple Spots

Access the armory by foot or ATV, using this bridge to cross the Moccasin River.

[27] Trailhead Restrooms

Ammo (Few), Enemies (Cultist), Hostage (Liberate), Warning! Mounted MG!

The cult has recently committed atrocities at this riverbank trailhead area.

[28] Survivalist's Cave

Ammo (Few), Item of Note (Documents), Underground

South of Bo's Cave, but much closer to river level, is a cave in the mountain. Check the area for goods. Shoot the pallet to get into the back of the cave.

[29] Whitetail Militia Woodland Outpost

Ammo (Few), Climbing Spots, **Guns for Hire**, Item of Note (Magazine: Perk), Vehicle (Quad)

In the woods due east of Bo's Cave lies a ramshackle but impressive militia outpost. Grapple up to both tree platforms to secure more loot, including a magazine.

[30] Cooper's Island

Ammo (Few), Enemies (Cultist), Item of Note (Magazine: Perk)

The island in the lake just east of Cooper's Cabin has signs of burned victims and a militia camp bench with a magazine on it.

[31] Hanged Man's Bunker

Ammo (Plenty), Climbing Spot, Item of Note (Magazine: Perk), Items ($), Underground

Under the grotesque corpse of a cult victim is a bunker. Head down here for a magazine and some ammo.

[32] Mortar Training Grounds

Ammo (Few), Enemies (Cultist), Barrels (Explosive), Warning! Mortar!

This is a great place to practice firing a mortar at the barrels. Just watch for the explosions—and the cult members you're likely to summon!

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Jacob's Region

Subregion 3: F.A.N.G. Center

Overview

A huge vertical north-south slice of Whitetail Mountains is dominated by the **F.A.N.G. Center**, where the eponymous Cheeseburger was once the star attraction. This follows the winding banks of the Moccasin River south to Silver Lake, with the flood-plain **hunting** opportunities and **locations** pointed out along the way. Don't venture too far north or you reach the strange and forbidding St. Francis Veterans Center—a place that'll have you feeling faint with terror!

Collectibles (11)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
4	Magazine	Landsdowne Airstrip	Hunting: Hare
5	Magazine	Breakthrough Camp	Fishing: Rock Bass
4	Cheeseburger Bobblehead	Landsdowne Airstrip	Mission: Mint Condition
2	Comic Book (Zombie)	Elliot Residence	Mission: Golden Age Nostalgia
5	Cougars Baseball Card	F.A.N.G. Center	Mission: Grand Slam
3	Vietnam Lighter	Elliot Residence	Mission: What They Carried
4	Vinyl Crate	The Grill Streak	Mission: Turn the Tables
5	Vinyl Crate	Breakthrough Camp	Mission: Turn the Tables
1	Whiskey Cask	Red Metal Cross (Moccasin River Mouth)	Mission: Whiskey River
3	Prepper Stash	Landsdowne Airstrip	Mission: Hangar Pains
4	Prepper Stash	Elliot Residence	Mission: The Holdouts

Missions (3)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	6	A Right to Bear Arms	Wade Fowler	F.A.N.G. Center
Side	7	Flavor Country	Chad Wolanski	The Grill Streak
Side	8	Grill Streak	Chad Wolanski	The Grill Streak

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Fishing: Bull Trout, Chinook Salmon (2; Hard)

Hunting: Bison, Caribou (2), Grey Wolf

Plants: Mustard

Cult Outpost (1)

[3] F.A.N.G. Center

+RP, Ammo (Plenty), Barrels and Gas Canister (Explosive), Bliss (Barrels), Character of Note (Wade Fowler), Climbing Spots, Collectible (Cougars Baseball Card), Enemies (Animal, Cultist), Grapple Spots, Gun for Hire, Item of Note (Documents, Map), Items ($, Safe), Landmark, Shop (General), Underground, Warning! Alarms!, Mounted MG!, Zip Lines

Difficulty: ★★★★★

Missions: Cult Outpost, Side: A Right to Bear Arms

Rewards: Essentials (Outfit), Money, Resistance Points (400; Whitetail Mountains)

Wade Fowler

Eden's Gate has taken over the animal sanctuary and is using it to keep captured wolves before sending them off to **Elk Jaw Lodge**. Though this is the home of Cheeseburger the bear, the animal isn't at this location. However, a good number of competent cultists are, and the tight confines of the cage paths make this oversized climbing frame a tricky place to liberate with stealth. Don't forget to grab the region map and Cougars Baseball Card from the shop.

Cult Properties (2)

[6] Wolf Beacon: F.A.N.G. Center Hills

+RP, Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Grapple Spots, Landmark, Propane Tank (Small: Explosive)

A small cult and Judge Wolf presence is guarding this beacon, located in the foothills just northeast of the **F.A.N.G. Center**. Note the nearby helicopter shop!

[7] Wolf Beacon: Moccasin River Basin

+RP, Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Landmark, Propane Tank (Small: Explosive), Vehicle (Boat, Quad)

On the winding banks of the Moccasin River, this beacon is easily tackled from land, water, or air. Though the ground is flat, the trees make useful cover.

Primary Locations (6)

[15] St. Francis Veterans Center

Ammo (Few), Bliss (Barrel, Effect), Climbing Spots, Enemies (Animal, Cultist), Landmark, Vehicle (Car/Truck), Vista

Technically not a primary location (you can't Fast-Travel here), this mysterious mansion serves as a center for moving prisoners and a place of horror and torture. Although this location appears during Jacob's **missions**, you can't physically reach this area (your blood boils and you faint before you can reach the grounds).

[16] Lansdowne Airstrip

Ammo (Plenty), Climbing Spots, Collectible (Cheeseburger Bobblehead), Far Cry Arcade (Editor), **Fishing** Location, Item of Note (Magazine: **Hunting**: Hare; Magazine: Perk x3), Items ($), **Prepper** Stash, Shop (General, Hangar), Vehicle (Plane)

Mission: **Prepper** Stash—Hangar Pains

This is the main runway for landing a plane in these parts. Furthermore, there's a great **aircraft** (the *Pack Hunter*) inside this hangar if you solve the **Prepper** Stash mission to get inside.

Don't delay; there's a magazine, Perk Magazines, and a Cheeseburger Bobblehead to add to your haul.

[17] Elliot Residence

Ammo (Haul!), Climbing Spots, Collectible (Comic Book: Zombie), Collectible (Vietnam Lighter), Enemies (Cultist), Item of Note (Magazine: Perk x3; Elliot's Bunker Key Card), Lock and Key, **Prepper** Stash, Underground, Vehicle (Car/Truck), Warning! Mounted MG!

Mission: **Prepper** Stash—The Holdouts

The Elliots aren't taking any guff from the Peggies, though they're seriously outgunned at this compound. Wade through the carnage, checking a bedroom for a comic, then claiming the keycard from the kitchen; this allows access into a bunker (under the woodshed) for your **Prepper** prize and a Vietnam Lighter.

[18] The Grill Streak

Ammo (Few), Character of Note (Chad Wolanski), Collectible (Vinyl Crate)

Mission: Side: Flavor Country; Side: Grill Streak

The Elliots aren't taking any guff from the Peggies, though they're seriously outgunned at this compound. Wade through the carnage, checking a bedroom for a comic, then claiming the keycard from the kitchen; this allows access into a bunker (under the woodshed) for your **Prepper** prize and a Vietnam Lighter.

Chad Wolanski

The almost-incomprehensible Chad Wolanski is cooking up a storm at this woodland respite location. He has quite the record collection too.

[19] Breakthrough Camp

Ammo (Plenty), Climbing Spots, Collectible (Vinyl Crate), Enemies (Animal, Cultist), Far Cry Arcade (Poster), **Fishing** Location, Gas Canister (Explosive), Item of Note (Documents, Magazine: **Fishing**: Rock Bass), Vehicle (Boat, Car/Truck, Helicopter, Plane, Quad), Warning! Mounted MG!, Zip Lines

This wooded camp on a long island at the mouth of the Moccasin River is now a cult compound where Judge Wolves are trained. The place is lightly guarded unless Dr. Sarah Perkins's mission is active. Explore this area first to get the lay of the land. Grab a **fishing** magazine from a table outside one of the cabins and a vinyl crate from the Gookooko'oo Lodge (the cabin on the camp's south side).

[20] Old Sun Outfitters

Bliss (Barrels), Climbing Spots, Gas Canister (Explosive), Shop (Garage), Vehicle (Car/Truck, Quad)

This is a relatively quiet, boarded-up general store that you can't access, though there's a garage where you can buy or spawn **vehicles**. Note the nearby bison **hunting** (to the west).

Secondary Locations (7)

[33] Lansdowne Dock And Cabin

Fishing Location, Enemies (Cultist), Shop (Boatshed), Vehicle (Boat)

This Fast-Travel dock location offers Chinook salmon **fishing**, a few scattered foes (usually near the road up to Jacob's Armory), and a cabin to check for minor items.

[34] Cult Training Tent (Moccasin River)

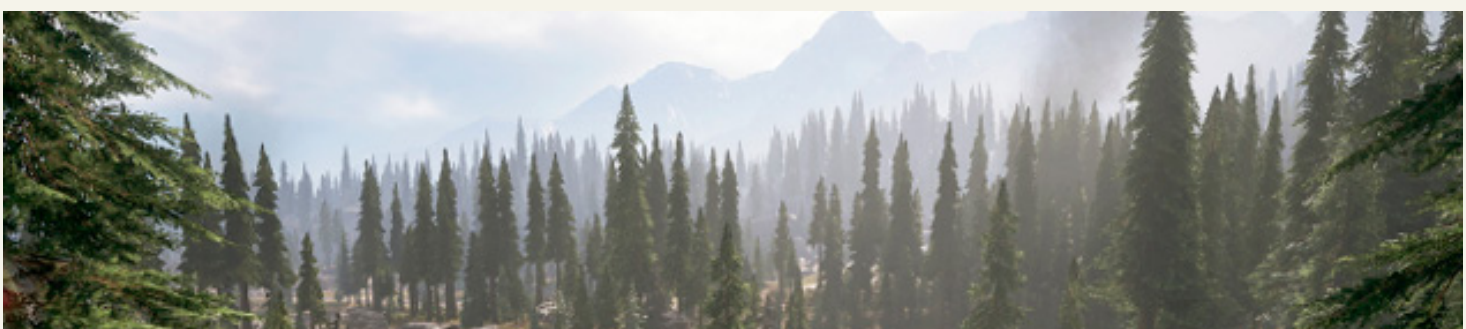
Ammo (Few), Barrel (Explosive), Bliss (Barrel), Enemies (Animal, Cultist), **Fishing** Location, Vehicle (Boat, Jet Ski)

South of the North Park Entrance is a river shore tent, target range, and prowling animals to contend with. Expect some ammo to scavenge.

[35] Ringing Rocks

Ammo (Few), Climbing Spots, **Fishing** Location, Item of Note (Magazine: Perk), Landmark

This peninsula of rocks on the Moccasin River has a boulder cluster named “Ringing Rocks.” Check the sign for a magazine.



[36] Ringing Rocks Cabin

Ammo (Few), Enemies (Animal, Cultist), **Fishing** Location, Gas Canister (Explosive), Vehicle (Jet Ski, Quad), Vista

On the eastern banks of the Moccasin River lies a sealed cabin, with scattered items to scavenge and evidence of cult atrocities.

[37] Golden Valley Gas (Whitetail Road)

Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Cultist); Warning! Mounted MG!

Golden Valley Gas is open for business, if you're a cult member. Expect a few foes, but with the ability to rake you with mounted machine-gun fire. Check the roof for the majority of the supplies.

[38] Cult Defense Post

Ammo (Few), Barrels (Explosive), Climbing Spots, Enemies (Animal, Cultist), Warning! Mounted MG!, Vista, Zip Line

Just southeast of the Wolf Beacon, atop the mountain and due east of the **F.A.N.G. Center**, is a small trailer with two **machine guns** and a few foes to cull.

[39] Red Wooden Cross (Moccasin River Mouth)

Collectible (Whiskey Cask), **Fishing** Location

Mission: Side—Whiskey River

Find the red wooden cross with an “S” (south) at the south end of an island sliver, where the Moccasin River empties into Silver Lake. Swim to an underwater rock depression to snag a cask.

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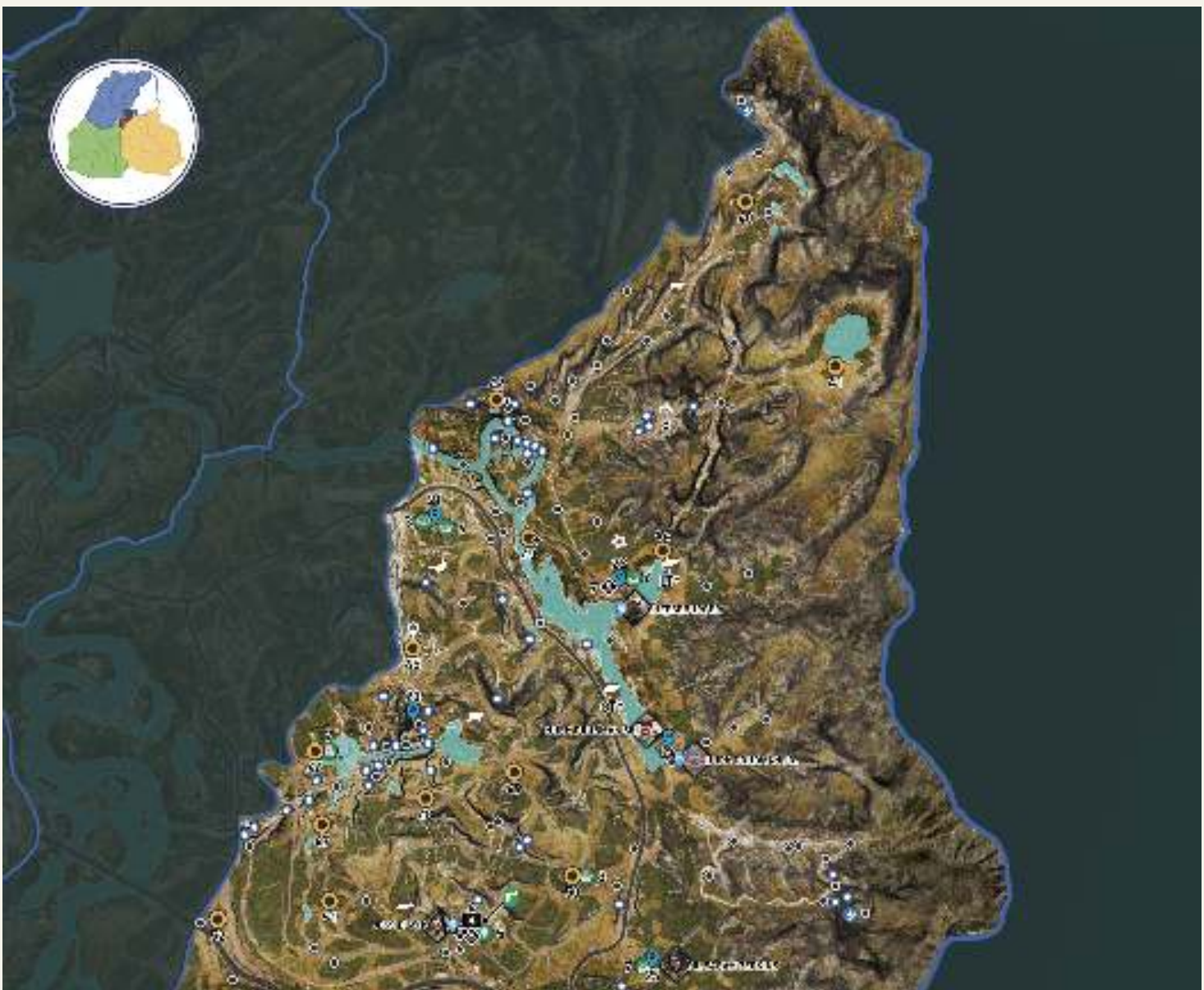
Jacob's Region

Subregion 4: Baron Lumber Mill

Overview

The eastern side of this region features the trout-based Wishbone Lake, where the Drubman clan have one of their residences. Surrounding the lake are mountains to the east, with especially steep slopes, and two spectacular base-jumping opportunities. Southeast is thick forest, while the main hillside to the center features a large lumber mill; this is the initial focus of your actions. Farther south is the northern shore of Silver Lake. This is also the subregion where you can recruit all three Specialists (Jess Black, Hurk Drubman Jr., and Cheeseburger).



Collectibles (12)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
6	Magazine	Baron Lumber Yard	Plants: Prairie Fire
7	Magazine	Linero Building Supplies	**Fishing**: Paddlefish
8	Magazine	Loresca Residence	**Fishing**: Largemouth Bass
5	Cheeseburger Bobblehead	Baron Lumber Yard	Mission: Mint Condition
3	Collectible Comic Book (Vietnam)	McNeill Residence	Mission: Golden Age Nostalgia
6	Cougars Baseball Card	McNeill Residence	Mission: Grand Slam
7	Cougars Baseball Card	Lower Lake Militia Camp	Mission: Grand Slam
8	Cougars Baseball Card	Hillside Lumber Trailer	Mission: Grand Slam
6	Vinyl Crate	Linero Building Supplies	Mission: Turn the Tables
7	Vinyl Crate	MCA Mobile Lab	Mission: Turn the Tables
2	Whiskey Cask	Red Metal Cross (North Silver Lake Island)	Mission: Whiskey River
3	Whiskey Cask	Red Metal Cross (West of Tanami Island)	Mission: Whiskey River

Missions (8)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	9	Baron Lumber Mill	Jess Black	Baron Lumber Mill
Story	10	A Dish Served Cold	Jess Black	Baron Lumber Mill
Side	11	Welcome Party	Resistance Member	Baron Lumber Mill
Story	12	The Prodigal Son	Hurk Drubman Sr.	Fort Drubman
Story	13	Make Hope Great Again	Hurk Drubman Sr.	Fort Drubman
Side	14	Dinner Time	Dr. Sarah Perkins	MCA Mobile Lab
Side	15	The Lord of the Wings	Clutch Nixon	(Near to) Linero Building Supplies
Side	16	The Mooseknuckle Run	Clutch Nixon	(Near to) Haskell Lookout Tower

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 2; **Fishing**: Golden Trout (Hard, 2), Lake Trout (Hard); **Hunting**: Caribou, Gray Wolf, Grizzly Bear, Grouse, Moose, Pronghorn; Plants: Jimson Weed

Cult Outposts (1)

[4] Baron Lumber Mill*

*RP; Ammo (Haul!); Bliss (Barrels); Barrels, Gas Canister, Propane Tank (Explosive); Character of Note (Jess Black); Climbing Spots; Collectible (Cheeseburger Bobblehead); Enemies (Cultist); Far Cry Arcade (Editor); Grapple Spots; **Guns for Hire**; Item of Note (Documents; Magazine: Plants: Prairie Fire; Map); Items ($, Safe); Shop (General); Vehicle (Car/Truck); Warning! Alarms! Mounted MG!; Zip Lines

Difficulty: ★★★

Missions: Story: Baron Lumber Mill; A Dish Served Cold; Side: Welcome Party

Rewards: Money, Resistance Points (400; Whitetail Mountains)

Specialist: Jess Black (Long Range)

Jess Black

Eden’s Gate has claimed the Baron Lumber Mill and is holding captured prisoners there until they are ready for Jacob’s indoctrination. Check the main railroad and warehouse area for the map, a Bobblehead, and a magazine inside the main warehouse living quarters.

*This is considered a cult outpost, but liberating it forms part of a story mission and isn’t applied to Region totals.

Cult Property (1)

[8] Wolf Beacon: Northeast Of Wishbone Lake

+RP, Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad), Vista

Trek north from Wishbone Lake (or east from the McNeill residence), up the mountain trail between the ridges, to reach this out-of-the-way beacon.

Primary Locations (7)

[21] McNeill Residence

Ammo (Plenty), Collectible (Comic Book: Vietnam; Cougars Baseball Card), Enemies (Animal, Cultist), Item of Note (Documents), Vehicle (Car/Truck)

This cabin and its outbuildings have been turned into a place of wolf experimentation. Beware of bears. Check the metal shed for a Cougars Baseball Card, and shoot out wooden boards on the main cabin to enter the building. Grab the comic from the bathroom.

[22] Linero Building Supplies

Ammo (Few), Character of Note (Cheeseburger), Climbing Spots, Collectible (Vinyl Crate), Enemies (Cultist), **Fangs for Hire**, Far Cry Arcade (Poster), **Fishing** Location, Item of Note (Magazine: **Fishing**: Paddlefish), Vehicle (Boat, Car/Truck, Plane, Quad)

Specialist: Cheeseburger (Mauler)

Cheeseburger

Assuming **Story Mission: A Right to Bear Arms** (started at the **F.A.N.G. Center**) is under way, you'll discover Cheeseburger the bear at this location, which is otherwise a yard of cultists, rusting structures, and log piles. Check the foreman's cabin for some vinyl and the water tower for a magazine. Clutch Nixon's side mission is also nearby.

[23] Haskell Lookout Tower

Ammo (Few), Bliss (Barrel), Climbing Spots, Grapple Spots, Landmark, Vehicle (Quad), Vista, Zip Lines

Atop the mountain north of Baron Lumber Mill is a lookout tower with impressive views. There's little to scavenge, though. Head here during Hank Drubman's story mission to secure this location.

[24] Fort Drubman

Ammo (Few), Character of Note (Hurk Drubman Sr., Hurk Drubman Jr.), Far Cry Arcade (Editor), Gas Canister (Explosive), Item of Note (Documents), Vehicle (Boat, Car/Truck, Quad), Warning! Mortar!

Missions: Story: The Prodigal Son; Make Hope Great Again

Specialist: Hurk Drubman Jr. (Long Range)

Hurk Drubman Sr.

Hurk Drubman Jr.

The senatorial candidate for Montana resides at this homestead, with his offspring (there are other Drubmans in Henbane River). There's an altar to the Sweet Lil Monkey King to inspect and a couple of **missions** to complete.

[25] MCA Mobile Lab

Bliss (Barrels), Character of Note (Dr. Sarah Perkins), Climbing Spots, Collectible (Vinyl Crate), Enemies (Animal), Item of Note (Documents), Vehicle (Quad)

Mission: Story—Dinner Time

Doctor Sarah Perkins

A mobile laboratory, established by the good doctor, is being set upon by Judge Wolves. Rescue Perkins and grab a record crate while you're at it.

[26] Loresca Residence

Ammo (Few), Gas Canister and Propane Tank (Explosive), Item of Note (Magazine: **Fishing**: Largemouth Bass), Shop (Boat), Vehicle (Boat)

Close to a dock, this quaint cabin sets on an estuary, close to the southern border with Henbane River.

[27] Whitetail Mountains Rail Bridge

Ammo (Few), Enemies (Cultist), Far Cry Arcade (Poster), Item of Note (Documents), Vehicle (Quad)

The northern end of this rail bridge marks the boundary between Whitetail Mountains and Henbane River. The immediate area is Silver Lake.

Secondary Locations (17)

[40] Killer Bear Cave

Item of Note (Documents), Underground

Near the top of the steep mountain slope (where the Clutch Nixon Base Jump point is located) is a metal shed. Right under it is a small cave alcove with some items to scavenge.

[41] Mountain Lake Militia Camp

Ammo (Few), **Fishing** Location, Gun for Hire

Above and east of the Wolf Beacon is a small, remote lake; it is now a camp for militia members.

[42] Rock Alcove Militia Camp

Ammo (Few), Climbing Spots, **Fishing** Location, Grapple Spots, Gun for Hire, Item of Note (Magazine: Perk), Zip Lines

Along the northern ledge, by the cluster of rock islands, is a militia camp under a rock alcove. Grab the Perk Magazine from the food pallet while you're here.

[43] Rail Bridge Hidey-Hole

Ammo (Few), Item of Note (Magazine: Perk), Underground

At the rail bridge over Wishbone Lake, check the drainage pipe and uncover a hidden camp under the bridge, complete with ammo and some light reading.

[44] Clutch Nixon Shrine (Wishbone Lake)

Mission: The Lord of the Wings

A lakeside shrine dedicated to the Flying Prince of Fury, Clutch Nixon. Head here to begin the side mission.

[45] Helipad And Klassic Slam Radio Mast

Ammo (Few), Enemies (Animal, Cultist), Shop (Helicopter)

This hilltop helipad is excellent for using as a landing spot, as well as for spawning your own **aircraft**. The abandoned radio hut has some items to grab too.

[46] Lower Lake Militia Cabin

Ammo (Few), Collectible (Cougars Baseball Card), **Fishing** Location, Items (Few)

There's evidence of **heavy** fighting at this cabin, which sits by a small hillside lake. Head inside to grab the baseball card on a shelf.

[47] River Rock Cages

Barrels (Explosive), Climbing Spots, Enemies (Cultist), Gas Canisters (Explosive), Zip Lines

River water raced through this depression decades ago. A trickle of a stream still runs through this place, which is used to keep nonbelievers before they face "the Cook."

[48] The Cook's KitcheN

Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Grapple Spots, Hostages (Liberate), Propane Tank (Large: Explosive), Warning! Mounted MG!

If you're completing Jess Black's story mission, this abandoned quarry is the culmination of your search for the infamous cult Cook. Witness despicable occurrences here.

[49] Clutch Nixon Shrine (Hilltop Trailer)

Ammo (Few), Item of Note (Documents), Vehicle (Quad)

Mission: Side—The Mooseknuckle Run

This hilltop shrine is dedicated to the Quadmeister General, Clutch Nixon. Head here to begin the side mission.

[50] Hillside Lumber Trailer

Ammo (Few), Collectible (Cougars Baseball Card), Item of Note (Documents), Propane Tank (Large: Explosive)

Break through the wooden boards on the door or window of this trailer. Check the interior's shelf for a baseball card.

[51] Lumber Mill Storage Camp

Ammo (Few), Hostages (Liberate), Item of Note (Documents), Underground, Vehicle (Quad)

Now a place where the Peggies hold innocents before the Cook gets a hold of them, this place is worth exploring during Jess Black's mission.

[52] The Grill Streak Diner

Ammo (Few), Climbing Spot, Enemies (Cultist), Items of Note (Documents), Warning! Mounted MG!

Even if you're not attacking this burned-out diner during Hurk Drubman Senior's mission, there's still a cult presence at this crossroads. Watch for conflict here.

[53] Golden Valley Gas (Lumber Yard)

Ammo (Few), Climbing Spots, Enemies (Cultist), Grapple Spot, Item of Note (Magazine: Perk), Propane Tank (Small: Explosive)

On the south side of the main road, adjacent to the Baron Lumber Yard, is an abandoned gas station. Come for the meager pickings, including a magazine on the roof you can grapple to.

[54] Red Wooden Cross (North Silver Lake Island)

Collectible (Whiskey Cask), **Fishing** Location

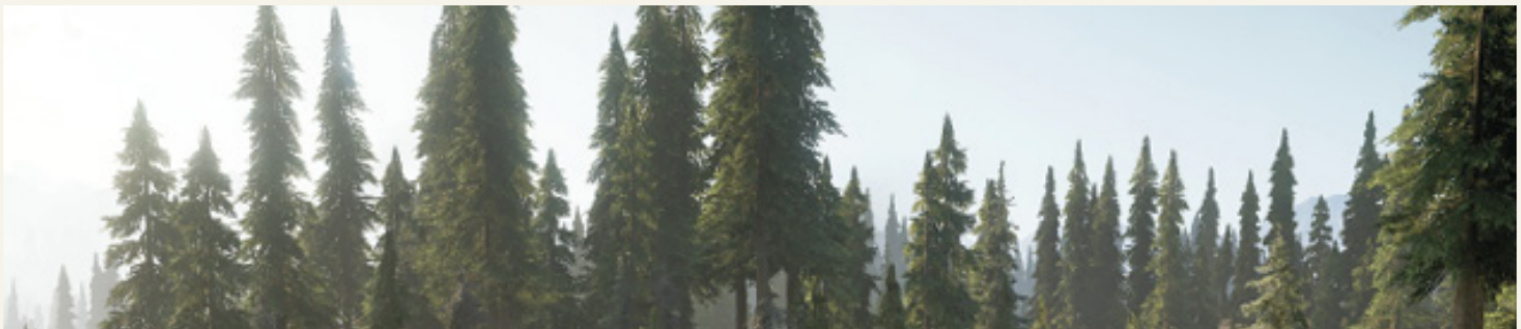
Mission: Side—Whiskey River

Locate the rock with the wooden cross on it and the “S” (south) written on the rock under a beehive. Swim to a submerged rock to secure a barrel from here.

[55] North Silver Lake Island

Ammo (Few); Barrels; Gas Canister; Propane Tank (Explosive); Bliss (Barrels); Climbing Spots; Enemies (Cultist); **Fishing** Location; Vehicle (Car/Truck, Vehicle Boat); Vista

This small island has a ford that leads to the mainland. It has a small cult camp, complete with a watchtower to the north and a dock and boathouse to the south.



[56] Red Wooden Cross (West Of Tanami Island)

Collectible (Whiskey Cask), **Fishing** Location

Mission: Side—Whiskey River

When you're not **fishing** for Golden Trout, check the underwater buoy and rope leading to the dredger at Tanami Residence dock to uncover a barrel.

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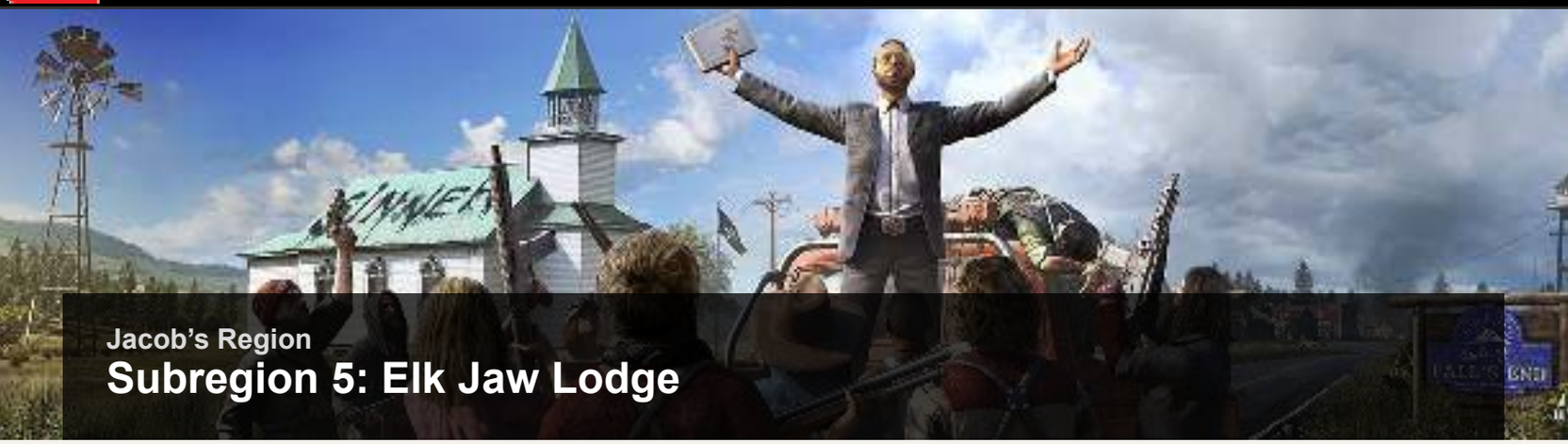


Jacob's Region

Subregion 5: Elk Jaw Lodge

Overview

The largest concentration of **locations** is nestled in the southern part of this subregion, which has a bit of everything: To the west are some remote mountains and a winding trail leading south to Holland Valley. The main road loop runs around Langford Lake and a cult compound named Stone Ridge Chalet. The water empties out into Widow's Creek, then into Clagett Bay and finally Silver Lake. North are some smaller lakes and low hills, while the lush grassland to the south reveals the topography of Holland Valley. Finally, though this region is named for the **Elk Jaw Lodge** cult outpost, the more important location is Wolf's Den (in the northern climbs), where **the Whitetail Militia** finally reveal themselves to you.

Collectibles (14)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
9	Magazine	Elk Jaw Lodge	Fishing: Arctic Grayling Salmon
10	Magazine	Dansky Cabin	Fishing: Chinook Salmon
6	Cheeseburger Bobblehead	South Park Entrance	Mission: Mint Condition
9	Cougars Baseball Card	Golden Valley Gas (Park Loop)	Mission: Grand Slam
4	Vietnam Lighter	Whitetail Militia Bunker (Langford Hills)	Mission: What They Carried
8	Vinyl Crate	Osprey Cabin	Mission: Turn the Tables
9	Vinyl Crate	Dansky Cabin	Mission: Turn the Tables
10	Vinyl Crate	South Park Entrance	Mission: Turn the Tables
4	Whiskey Cask	Red Metal Cross (East of Elk Jaw Lodge)	Mission: Whiskey River
5	Whiskey Cask	Red Metal Cross (Clagett Bay)	Mission: Whiskey River
6	Whiskey Cask	Red Metal Cross (Two Tree Island)	Mission: Whiskey River
5	Prepper Stash	Frank's Cabin	Mission: Unwelcome Guest
6	Prepper Stash	Dansky Cabin	Mission: Gone Squatchin'
7	Prepper Stash	Salvage Camp	Mission: Salvage Rites

Missions (12)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	17	Missing in Action	Eli Palmer	Wolf's Den
Story	18	Get Free	Eli Palmer	Wolf's Den
Story	19	Search and Rescue	Eli Palmer	Wolf's Den
Story	20	Radio Silence	Tammy Barnes	Wolf's Den
Story	21	Eviction Notice	Tammy Barnes	Wolf's Den
Story	22	Call of the Wild	Tammy Barnes	Wolf's Den

Story	23	Gearing Up	Wheaty	Wolf's Den
Side	24	Turn the Tables	Wheaty	Wolf's Den
Side	25	Grand Slam	George Wilson	Oberlin Picnic Area
Side	26	Tools of the Trade	Skylar Kohrs	Dylan's Master Bait Shop
Side	27	Gone Fishin'	Skylar Kohrs	Widow's Creek
Side	28	The Admiral	Skylar Kohrs	Clagett Bay
Side	29	Mint Condition	Dave Fowler	Fowler's Retreat

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 3

Fishing: Arctic Grayling Salmon, Chinook Salmon (Hard), Kokanee Salmon, Bull Trout (Hard), Lake Trout, Rainbow Trout

Hunting: Caribou (2), Cougar, Gray Wolf, Grouse, Pronghorn (2), White-Tail Deer

Plants: Mustard, Prairie Fire, Prickly Lettuce

Cult Outposts (1)

[5] Elk Jaw Lodge

+RP, Ammo (Haul!), Barrels and Gas Canister (Explosive), Bliss (Barrels), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Poster), Grapple Spots, **Fishing** Location, **Guns for Hire**, Item of Note (Documents; Map; **Elk Jaw Lodge** Key; Magazine: **Fishing**: Arctic Grayling Salmon), Items (Safe x2), Lock and Key, Vehicle (Boat, Quad), Warning! Alarms! Mortar! Mounted MG!, Zip Lines

Difficulty: ★★

Missions: Cult Outpost

Rewards: Money, Resistance Points (400; Whitetail Mountains)

Eden's Gate is using this park lodge to perform experiments that can change wolves into monstrosities called "Judges." To unlock the upstairs lodge room with the magazine, find the key in the metal counter kitchen area on the ground floor with the microscope and "only you" poster, by the rear exit.

Cult Properties (2)

[9] Wolf Beacon: West Mountains

+RP, Ammo (Few), Enemies (Animal, Cultist), Landmark, Propane Tank (Large: Explosive)

In the remote western mountains, north along the trail from Mansfield Lookout Tower, is a large marsh lake with a Wolf Beacon to destroy.

[10] Wolf Beacon: Southwest Mountains

+RP, Ammo (Few), Enemies (Animal, Cultist), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad)

Find a lightly guarded beacon up the ravine trail due west of Langford Lake, close to a scattering of cabins under cult control.

Primary Locations (17)

[28] Wolf's Den

Ammo (Plenty), Character of Note (Eli Palmer, Tammy Barnes, Wheaty), Climbing Spots, Far Cry Arcade (Editor), Grapple Spots, **Guns for Hire**, Item of Note (Documents), Landmark, Shop (Helicopter, General), Underground, Vehicle (Helicopter, Quad), Vista

Missions: Story: Missing in Action; Get Free; Radio Silence; Eviction Notice; Call of the Wild; Gearing Up; Side: Turn the Tables

The Whitetail Militia's main base is under the wolf's head-shaped rock formation. There are two bunker hatches, one near the helipad and one by the main entrance a little farther east. The main bunker is entirely underground; head down here after Eli and his crew rescue you (this is inaccessible before then; check Jacob Seeds **missions** for more details).

Eli Palmer

Tammy Barnes

Wheaty

[29] Oberlin Picnic Area

Ammo (Few), Character of Note (George Wilson), Climbing Spots, Vehicle (Car/Truck)

Mission: Side—Grand Slam

George Wilson

This misty picnic park and baseball field is run by George Wilson, a militia member who likes to reminisce about old times when the Cougars were a team to be reckoned with.

[30] Osprey Cabin

Ammo (Few), Climbing Spots, Collectible (Vinyl Crate), Enemies (Animal, Cultist), Gas Canister (Explosive), Item of Note (Documents), Items (Safe), Vehicle (Quad)

This out-of-the-way cabin is downstream from Ozhigwan Falls. Watch for wild animals. The cabin is mostly deserted and in better shape than some you've discovered. Check inside for some vinyl.

[31] Kestrel Cabin

Ammo (Few), Item of Note (Documents)

This cabin has a root cellar across the trail, where canned goods and ammo are stored. The cabin interior is inaccessible.

[32] Mansfield Lookout Tower

Ammo (Few), Barrels (Explosive), Climbing Spots, Enemies (Animal, Cultist), Shop (Helicopter), Vehicle (Helicopter, Quad), Vista

Over on this region's mountainous western side is a lone lookout tower; this is a great place to shop for **helicopters**. The nearby helipad is also a great place to land your own craft. Check the tower balcony for ammo. The interior is inaccessible.

[33] Frank's Cabin

Ammo (Plenty), Climbing Spots, Enemies (Animal), Gas Canister (Explosive), Grapple Spots, Item of Note (Frank's Cabin Keycard; Magazine: Perk x3), Items ($), Lock and Key, **Prepper** Stash, Vehicle (Quad), Zip Lines

Mission: **Prepper** Stash—Unwelcome Guest

This remote cabin is up a mountain. Learning its secrets involves completing the **Prepper** Stash mission. Note the keycard you need is in the cave to the east of the cabin.

[34] Dansky Cabin

Ammo (Plenty), Climbing Spots, Collectible (Vinyl Crate), Enemies (Animals, Cultist), Gas Canister (Explosive), Grapple Spots, Item of Note (Dansky's Cabin Keycard; **Fishing**: Chinook Salmon; Magazine: Perk x3), Lock and Key, **Prepper** Stash

Mission: **Prepper** Stash—Gone Squatchin

Dansky is a keen Sasquatch hunter, and the **Prepper** Stash mission has you locating his keycard. Return with it to open either door into the cabin for the magazines (three Perk magazines and one **fishing** magazine). The Vinyl Crate is outside the front door.

[35] Valley View Overlook

Climbing Spots, Grapple Spots, Vehicle (Car/Truck), Vista

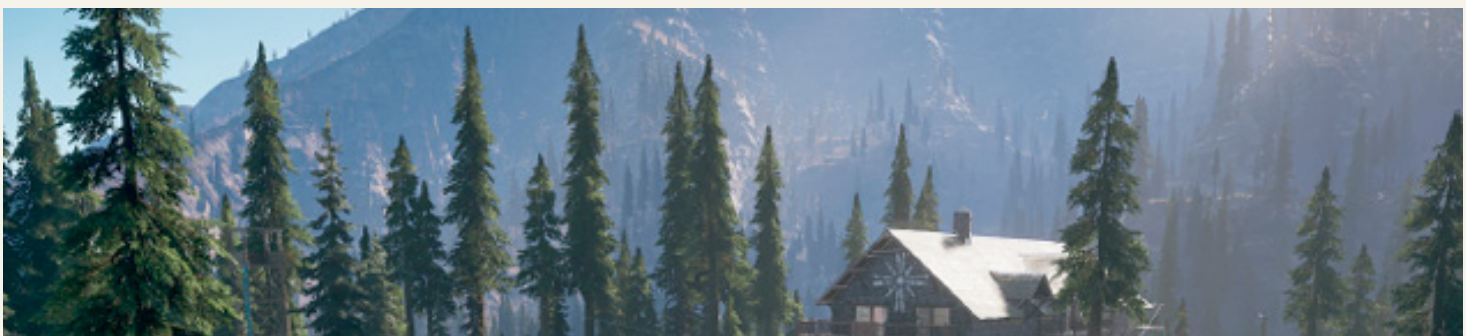
You can do more than take in the scenery from here; grapple and repel down to the trails by the river, or use **binoculars** to check out the Stone Ridge Chalet from a safe distance.

[36] Stone Ridge Chalet

Ammo (Few), Climbing Spots, Enemies (Cultist), Grapple Spots, Items (Safe), Vehicle (Car/Truck, Helicopter, Quad), Zip Lines

You can do more than take in the scenery from here; grapple and repel down to the trails by the river, or use **binoculars** to check out the Stone Ridge Chalet from a safe distance.

Eli Palmer wants this cult compound destroyed during his mission. Head here at other times, and the large chalet, **training** grounds, and outbuildings still have a cult presence, both inside the compound and on the wooded hill the chalet sits on.



[37] Silver Lake Parking Lot

Ammo (Few), Enemies (Cultist), Far Cry Arcade (Poster), **Fishing** Location, Vehicle (Boat, Car/Truck)

On the shore of Clagett Bay, this rest stop is partly ruined, with a scattering of items.

[38] Clagett Boathouse

Fishing Location, Gas Canister and Propane Tank (Explosive), Item of Note (Documents), Shop (Boatshed), Vehicle (Boat)

This marina is home to the legendary “Admiral,” a fish to catch during Skylar’s **missions**. There’s a nearby dock you can Fast-Travel to as well. Only the boatshed interior is accessible.

[39] Salvage Camp

Ammo (Plenty), Enemies (Cultist), **Fishing** Location, Item of Note (Magazine: Perk x3; Fred Tanner's Lockbox Key), Lock and Key, **Prepper** Stash

Mission: **Prepper** Stash—Salvage Rites

The northeastern shore of the small island off Clagett Bay has the remains of a crashed plane and a **Prepper** Stash mystery to solve. The majority of the loot is underwater.

[40] Dylan's Master Bait Shop

Ammo (Few), Character of Note (Skylar Kohrs)

Missions: Side—Tools of the Trade, Gone Fishin', The Admiral

Skylar Kohrs

Meet Skylar Kohrs at this ramshackle trailer, where her no-good brother Dylan sometimes sells **fishing** equipment (but not to you).

[41] Langford Falls Parking Lot

Ammo (Few), Climbing Spots

There's slim pickings at this rest stop, but check the wooden deck and steps to claim everything. Note the execution posts on the opposite side of the creek.

[42] Widow's Creek

Fishing Location

Despite the trash, this is a good spot to learn to fish, as long as Skylar Kohrs is accompanying you.

[43] Fowler's Retreat

Vista

Mission: Side—Mint Condition

Dave Fowler

This small cabin is full of salvaged items from the **F.A.N.G. Center**. Dave Fowler (Wade's brother) is hoping you can collect all the Cheeseburger Bobbleheads so he can sell them after all of this blows over. The bobblehead at this location does not count toward your total (and you can't take it).

[44] South Park Entrance

Ammo (Plenty), Collectible (Cheeseburger Bobblehead, Vinyl Crate), Enemies (Cultist), Far Cry Arcade (Poster), Item of Note (Documents), Items (Safe), Warning! Mounted MG!

This region's southern entrance is usually guarded by cultists, and the roadblock is strengthened as your Resistance in this region improves. Don't forget the Bobblehead on the blood-soaked ground by the fence, and the Vinyl Crate inside the office cabin.

Secondary Locations (14)

[57] Roger's Bunker

Ammo (Few), Climbing Spot, Item of Note (Documents, Magazine: Perk), Underground

This hatch is on a rock outcrop close to Wolf's Den, with a hide tarp near it. Check below for some loot and a magazine.

[58] Gray Wolf Platform

Ammo (Plenty), Climbing Spots, Item of Note (Documents, Magazine: Perk), Vehicle (Quad)

On an outcrop close to the gray wolf **hunting** grounds is a platform and small camp. Climb the platform to secure a magazine.

[59] Red Wooden Cross (East Of Elk Jaw Lodge)

Mission: Side—Whiskey River

Farther along the shore of Silver Lake from the cult outpost is a scattering of large rocks, some half submerged. Inspect the red cross and letter “S” and check the Whiskey Cask atop one of the rocks.

[60] Red Wooden Cross (Clagett Bay)

Mission: Side—Whiskey River

Just northeast of the boathouse in Clagett Bay is a small rock with a jutting cross (with a letter “E”) cemented to it. Dive into the bay to uncover a cask inside the shell of a sunken helicopter.

[61] Red Wooden Cross (Two Tree Island)

Mission: Side—Whiskey River

Far into the waters of Silver Lake is a tiny island with two pine trees and a red wooden cross. The letter “W” indicates a sunken cask in the waters to the west.

[62] Stone Ridge Training Post

Ammo (Few), Climbing Spots, Enemies (Cultist), Grapple Spots, Item of Note (Documents), Items ($), Zip Lines

A hut and watchtower perched on the cliff trail from the north road, up to the Stone Ridge Chalet. Check the hut for scavenging opportunities.

[63] Cult Prison Camp (Target Range)

Ammo (Plenty), Climbing Spots, Enemies (Animal, Cultist), Grapple Spots, Hostage (Liberate), Vehicle (Car/Truck)

There are three areas to check along the north shore of Langford Lake; all may have cultist threats. There's prison cages, a target range with a load of ammo, and an upper camp with a rocky cliff to climb (up toward Stone Ridge Chalet).

[64] Whitetail Militia Bunker (Langford Hills)

Ammo (Plenty), Collectible (Vietnam Lighter), Item of Note (Documents, Magazine: Perk) Items ($, Safe), Underground

Check this hillside for a rickety wooden shed and nearby hatch. Descend into a large bunker, with a Vietnam Lighter and magazine to snag.

[65] Golden Valley Gas (Park Loop)

Ammo (Few), Collectible (Cougars Baseball Card), Enemies (Cultist), Propane Tank (Large: Explosive), Vehicle (Car/Truck), Warning! Mounted MG!

Just north along the main road from the South Park Entrance is a ransacked gas station. Head inside to look for the baseball card on an interior shelf.

[66] Mountain Gorge Cabin

Ammo (Few), Barrel (Explosive), Enemies (Cultist), Hostage (Liberate), Item of Note (Magazine: Perk), Vehicle (Quad)

This lonely cabin at the end of a trail close to Valley View Overlook (the trail starts at a black cult flag) usually has cultists skulking about. Check the wooden bookcases and trash outside for a Perk Magazine.

[67] Langford Lake Boathouse

Ammo (Few), Barrel (Explosive), Enemies (Cultist), **Fishing** Location, Vehicle (Quad)

The far western end of Langford Lake has a wilderness cabin and restrooms, along with a small cult and animal presence. The cabin's interior is inaccessible.

[68] Ranger Cabin And Parking Lot

Enemies (Animal, Cultist), Item of Note (Documents), Underground, Vista

Halfway up the trail from the main road west of Langford Lake are a couple of cult-occupied cabins. The first is above a parking lot. It's been ransacked. Don't forget to check the bunker hatch nearby!

[69] Ranger Station (Southwest Mountains)

Enemies (Cultist), Vehicle (Quad), Vista

Farther along the trail from the parking lot is a **ranger station** that's sealed up tight. Finish your hike by attacking the nearby Wolf Beacon.

[70] The Lonely Cabin

Ammo (Few), Enemies (Animal, Cultist), Propane Tank (Large: Explosive)

Take a trail from the southwest road around Langford Lake, or the trail to and from the mountainous edge of Holland Valley, to reach this well-kept cult cabin.

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Faith's Region

Overview

The southeastern territories of Hope County are the stalking grounds of Faith Seed, an alluring but damaged woman who uses a drug known as Bliss to ensure blind devotion to the Father. Those who resist are turned into Angels—lobotomized automatons that are used as fodder when attacking any resistant **locations**. This area is dotted with growing grounds, where the Bliss is harvested, dried, and shipped. Be extremely careful when navigating these fields, especially as the Resistance level increases; Faith uses increasingly real hallucinations to get her way. Don't lose your mind in the process!

Hope County Jail is the epicenter of the Resistance in these parts. It is currently under siege, and you must help mayor Virgil Minkler, Sheriff Earl Whitehorse, and Tracey Lader—a group the mayor affectionately calls "the Cougars"—fight the Peggies to prove you can resist Faith's increasingly desperate advances.

STATISTICAL DATA (TOTALS)

ACTIVITY	NOTES	TOTAL	CUMULATIVE TOTAL
Resistance Points	4 Levels	13,000	38,100 of 38,100
Specialists	Adelaide Drubman (**Drubman Marina**), Peaches (Peaches Taxidermy), Sharky Boshaw (Moonflower Trailer Park)	3	9 of 9
Missions	Story and Side	35	112 of 115*
Missions	**Prepper** Stash	8****	28 of 28*
Cult Outposts	Cult Outpost **Missions**: Liberation	8	21 of 21**
Cult Properties	Shrines: Side Mission—False Idols	16	42 of 42
Magazines***	**Fishing** (4), **Hunting** (6), Plants (2)	12	32 of 32
Cheeseburger Bobbleheads	**Side Mission: Mint Condition**	2	10 of 10
Collectible Comic Books	**Side Mission: Golden Age Nostalgia**	6	12 of 12
Cougars Baseball Cards	**Side Mission: Grand Slam**	0	9 of 9
Vietnam Lighters	**Side Mission: What They Carried**	4	12 of 12
Vinyl Crates	**Side Mission: Turn the Tables**	0	10 of 10
Whiskey Casks	**Side Mission: Whiskey River**	7	15 of 15

*Total mission count—Story, Side, and **Prepper** Stash—is 43 for this region and 143 total for Hope County.

**Fall's End in Holland Valley is not counted. Baron Lumber Mill in Whitetail Mountains is counted.

***Perk Magazine totals are not counted.

**** **Prepper** Stash mission "O'Hara's Haunted House" is counted as the 12th **Prepper** Stash mission for Holland Valley totals, though it is detailed within the Henbane River Region.

Resistance Missions (7)

The following table details the available **missions** that are not centered on a particular subregion or that should be undertaken immediately. The numbering indicates the order these **missions** are presented in the **Missions** chapter of this guide.

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	1	River Armed Convoy	Dutch	Henbane River
Story	30	A Leap of Faith	Faith Seed	Faith's Gate (Subregion 5), Joseph's Word (Subregion 3)
Story	31	The Bliss	Faith Seed	Faith's Gate (Subregion 5), Hope County Jail (Subregion 6)
Story	32	Ignorance Is Bliss	Faith Seed	Faith's Gate (Subregion 5), Hope County Jail (Subregion 6)
Story	33	The Lesson	Faith Seed	Faith's Gate (Subregion 5), Hope County Jail (Subregion 6)
Story	34	Paradise Lost	Faith Seed	Faith's Gate (Subregion 5), Hope County Jail (Subregion 6)
Story	35	Walk the Path	Faith Seed	Faith's Gate (Subregion 5)

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Faith's Region

Subregion 1: Water Treatment Plant

Overview

Due east of Dutch's Island, this corner of the Henbane River Region is mostly lush grassland and low hills. The shores of Silver Lake are to the northeast (along with the wayward Tanami Island), and there is a good system of road and rail lines to the other regions. Venture farther inland to spot greater signs of cult activity. Don't forget to visit Miss Mable on the hill to the east to secure her big cat for your roster. Finally, note the lack of **cult outposts**; your subregion map is found in the Deep Water Treatment Plant, the largest facility in this area.

Collectibles (10)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
1	Collectible Comic Book (Vietnam)	Vasquez Residence	Mission: Golden Age Nostalgia
2	Collectible Comic Book (Zombie)	Peaches Taxidermy	Mission: Golden Age Nostalgia
1	Vietnam Lighter	McCoy Cabin	Mission: What They Carried
2	Vietnam Lighter	McClean Residence	Mission: What They Carried
1	Whiskey Cask	Red Metal Cross (Burned Island)	Mission: Whiskey River
2	Whiskey Cask	Red Metal Cross (South Road Bridge)	Mission: Whiskey River
3	Whiskey Cask	Red Metal Cross (Sunken Carriage)	Mission: Whiskey River
4	Whiskey Cask	Red Metal Cross (Fishing Store Rocks)	Mission: Whiskey River
5	Whiskey Cask	Red Metal Cross (Southwest Road Bridge)	Mission: Whiskey River
1	Prepper Stash	Tanami Residence	Mission: Shipwreck

Missions (3)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	2	Clean Water Act	Virgil Minkler	Deep North Water Treatment Plant
Story	3	Here Kitty, Kitty	Miss Mable	Peaches Taxidermy
Side	4	Whiskey River	Sherri Woodhouse	Can of Worms Fishing Store

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 0

Fishing: Golden Trout

Hunting: Duck, Grouse (2), Moose, Pronghorn (2), White-Tail Deer (2), Wolverine

Plants: Lupine

Cult Properties (3)

[1] Shrine: Northwest Hillside

+RP, Bliss (Effect), Enemies (Cultist), Grapple Spots, Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

A green-tinged shrine seeping Bliss gas is perched atop a low hill near the main road, opposite the Vasquez residence.

[2] Shrine: North River

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

On the riverbanks, by a pronghorn **hunting** platform, is another Bliss-churning shrine to destroy. It's just east and down the hill from the water treatment plant.

[3] Shrine: The Pillars Of Eden

+RP, Ammo (Few), Bliss (Barrels, Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Vista, Zip Lines

This shrine is perched atop a rock cliff above the Pillars of Eden sacrificial altar. Attack the foes from the shrine to gain the height advantage.

Primary Locations (12)

[1] Tanami Residence

Ammo (Plenty); Barrel, Gas Canister, Propane Tank (Explosive); Climbing Spots; Collectible (Whiskey Cask; Whitetail Mountains #3); **Fishing** Location; Item of Note (Documents; Magazine: Perk x3; Tanami Bunker Keycard); Items ($, Safe); Lock and Key; **Prepper** Stash; Shop (Boatshed); Underground; Vehicle (Boat); Vista; Zip Lines

Mission: **Prepper** Stash—Shipwreck

This small, wooded island is usually deserted, though cultists have immolated some civilians close to the cabin. The cabin is inaccessible, but the dredger in the dock waters leads to an underwater cave tunnel and access to the bunker, where a **Prepper** Stash is located. Use the keycard (found in the bunker) to exit the bunker from the inside. Look due east from the dock to spot Secondary Location: Red Wooden Cross (west of Tanami Island), over in Whitetail Mountains. This reveals clues to the location of a Whiskey Cask inside the dredger in the dock (the barrel counts toward the Whitetail Mountains total).

[2] Vasquez Residence

Ammo (Few), Barrel and Propane Tank (Explosive), Collectible (Comic Book: Vietnam), Enemies (Cultist), **Fishing** Location, Hostage (Liberate), Item of Note (Magazine: Perk; Documents), Vehicle (Boat, Car/Truck), Zip Lines

Just east of Dutch's Island is a riverside cabin and outbuildings in a partly wooded area. Expect a light enemy presence here. Then check inside for some reading materials.

[3] Hollyhock Saloon

Ammo (Few), Character of Note (Xander Flynn), Climbing Spots, Enemies (Cultist), Hostage (Liberate), Far Cry Arcade (Editor), Gas Canister and Propane Tank (Explosive), Item of Note (Documents), Items ($), Warning! Mounted MG!

Mission: Cult Outpost—**Drubman Marina** (Alternate Start)

Xander Flynn

This roadside watering hole is devoid of customers and usually has a small cult squad to rough up the locals. It is also a possible place to find Xander Flynn, the So-Cal boy toy of Adelaide Drubman, and acquire a hint to liberate Cult Outpost: **Drubman Marina** (if you haven't liberated it first). Otherwise, he's at the marina.

[4] Can Of Worms Fishing Store

Ammo (Few), Character of Note (Sherri Woodhouse), Climbing Spots, Far Cry Arcade (Poster), **Fishing** Spot, Gas Canister and Propane Tank (Explosive), Item of Note (Documents), Items ($), Shop (Boatshed), Vehicle (Boat), Vista, Zip Lines

Mission: Side—Whiskey River

Sherri Woodhouse

On Silver Lake's southern shore is a bait shop owned by Sherri Woodhouse. Speak to her about her family's hidden Whiskey Casks. You can easily start this mission by visiting Secondary **Locations** #4 and #5 and acquiring barrels from there.

[5] Deep North Water Treatment Plant

+RP; Ammo (Plenty); Barrels, Gas Canister, Propane Tank (Explosive); Bliss (Barrel, Effect); Character of Note (Virgil Minkler; radio message only); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Poster); **Fishing** Location; Item of Note (Documents, Map); Items (Safe); Lock and No Key; Underground; Warning! Alarm!; Zip Lines

Mission: Story—Clean Water Act

When you're close to this large plant, you receive a radio message from Virgil Minkler at Hope County Jail; liberating this location completes the mission (which is listed there, where you actually meet the mayor). Treat this as a cult outpost in terms of threats and stealth tactics. Grab the subregion map on the blue-tarp container outside the southern pump room.

[6] Misty River Gas

Ammo (Plenty); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Editor); Item of Note (Documents); Shop (Garage, Helicopter); Vehicle (Car/Truck, Helicopter, Quad); Warning! Mounted MG!; Zip Line

Though this location is teeming with foes during Adelaide Drubman's mission, it is otherwise relatively peaceful. Come here to gather ammo and work on your **vehicles**.

[7] McCoy Cabin

Ammo (Haul!); Barrels, Gas Canister, Propane Tank (Explosive); Collectible (Vietnam Lighter); Enemies (Cultist); Item of Note

(Documents); Underground

Cultists have taken over a small distillery and cabin. Inside, the cabin is ransacked. Check the bunker by the cabin, half hidden by green tarp. Down below is an ammo stash and Vietnam Lighter.

[8] Peaches Taxidermy

Ammo (Few), Character of Note (Miss Mable, Peaches), Collectible (Comic Book: Zombie), Far Cry Arcade (Poster), **Fangs for Hire** (Peaches), Item of Note (Documents), Items (Safe), Vehicle (Car/Truck)

Mission: Story—Here Kitty, Kitty

Specialist: Peaches (**Assassin**)

Miss Wilhelmina Mable

Peaches

A vicious, antisocial cougar (and her big cat) has a taxidermy place up on this wooded hill. Speak to her about retrieving her cat Peaches, after which you can command the cat on your own excursions. Also check the TV cabinet in Mable's cabin for a comic book.

[9] Barlow Residence

Ammo (Few), Enemies (Cultist), Gas Canister and Propane Tank (Explosive)

This area consists of a recently abandoned cabin with the owner's possessions in a cart. There's little to loot, and the cabin's interior is inaccessible.

[10] McClean Residence

Ammo (Few), Collectible (Vietnam Lighter), Enemies (Cultist), Far Cry Arcade (Poster), Item of Note (Documents; Magazine: Perk) Items (Safe), Propane Tank (Small: Explosive), Underground, Vehicle (Car/Truck)

Just east of the elevated railroad bank is a cabin with the homeowner's possessions crammed into an open trailer. Expect a cult presence, as this is close to the pilgrimage route. The cabin is inaccessible, but the bunker isn't; check inside for a Vietnam Lighter and magazine.

[11] Eden's Gate Outreach Center

Ammo (Few), Enemies (Cultist), Far Cry Arcade (Editor), **Fishing** Location, Item of Note (Documents), Items ($), Propane Tank (Large: Explosive), Vehicle (Car/Truck, Plane)

This attempt to market the cult to inquisitive locals is usually the source of friction between cultists and **Resistance fighters**. There's some light scavenging in and around the small structure.

[12] The Pillars Of Eden

Ammo (Few), Bliss (Barrels, Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Vista, Zip Lines

On the western foot of Angel's Peak, at the start of the cult pilgrimage to Joseph's Word statue, is a rock wall where sacrifices take place. Rescue the civilian here, then destroy the shrine above. Or clear this area from above.

Secondary Locations (9)

[1] Red Wooden Cross (Burned Island)

Bliss (Barrels, Effect), Collectible (Whiskey Cask)

Mission: Side—Whiskey River

Check the north end of the small, narrow island east of Joseph's Region. North of the burned-out cabin is a cross with an "N" and a concrete drainpipe to an underwater cask.

[2] Burned Out Cabin

Ammo (Few), Climbing Spots, Item of Note (Magazine: Perk)

The cultists have left their fiery mark at this location. Climb the blackened timbers to reach a ruined **hunting** platform with a magazine and items.

[3] Red Wooden Cross (South Road Bridge)

Collectible (Whiskey Cask)

Mission: Side—Whiskey River

Check the water west of the road bridge by the “Welcome to Henbane River” sign for a cross marked with “E”. Enter the underwater metal tube to snag the barrel.

[4] Red Wooden Cross (Sunken Carriage)

Collectible (Whiskey Cask)

Mission: Side—Whiskey River

There’s a red cross marked with “N” on the southern banks near the Whitetail Mountains Rail Bridge. Check the submerged freight carriage for the barrel.

[5] Red Wodden Cross (Fishing Store Rocks)

Collectible (Whiskey Cask)

Mission: Side—Whiskey River

Just west of Sherri's Can of Worms **Fishing** Store is a shallow rocky riverbank with a cross marked "N". Find the barrel hidden in some weeds near a boulder.

[6] Treatment Plant River Dock

Ammo (Few), Bliss (Barrels, Effect), Enemies (Cultist), Hostage (Liberate), Shop (Boatshed), Vehicle (Boat, Quad)

South of the shrine and pronghorn **hunting** grounds is a riverside dock, likely the location of a cult execution. Head here to access boats.

[7] Camp Carnage

Ammo (Few), Enemies (Cultist), Vista

Head here during **Story Mission: Here, Kitty, Kitty** to coax Peaches the big cat back to her pen. Watch for enemies in and around this ransacked camp.

[8] Red Wooden Cross (Southwest Road Bridge)

Collectible (Whiskey Cask)

Mission: Side—Whiskey River

South of Dutch's Island is the road bridge to Holland Valley. Check the riverbank for the cross marked "W", then locate the underwater cage with the cask.

[9] Bridge Of Tears (North Stash)

Climbing Spots, Grapple Spots, Landmark

The large rail bridge crosses the grassy banks of Henbane River here. Note there's a **Prepper** Stash in the girders above you, but it's accessed from Holland Valley (**Prepper** Stash Mission: Swingers), unless you jump from a passing helicopter piloted by an ally.

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Faith's Region

Subregion 2: Drubman Marina

Overview

This undulating area marks the western boundary of Hope County, with thick forests to the north that gradually thin out to rocky heath terrain as you near the water to the west. The eastern part of this subregion is dominated by Raptor Peak, the tallest mountain of all, and a base-jump you must see to believe! Toward the southern edge is the road around Rock Bass Lake, where there are bubbling geothermal pools that haven't yet been too tainted by Bliss. Mostly, though, this is a place to ride quads or **helicopters** or hike—when you're not **hunting** moose or bison, of course.

Collectibles (7)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
1	Magazine	Taft Lookout Tower	Fishing: Pallid Sturgeon
3	Collectible Comic Book (Mars)	Camp Cougars	Mission: Golden Age Nostalgia
6	Whiskey Cask	Red Metal Cross (Two-Tree Island, Henbane River)	Mission: Whiskey River
7	Whiskey Cask	Red Metal Cross (Tiny Camp Island)	Mission: Whiskey River
2	Prepper Stash	Silver Lake Summer Camp	Mission: Pooper Scooper
3	Prepper Stash	Howling Cave	Mission: Animal Control
4	Prepper Stash	Taft Lookout Tower	Mission: Overwatch

Missions (4)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	5	Friendly Skies	Adelaide Drubman	Drubman Marina
Story	6	Eco-Warriors	Xander Flynn	Drubman Marina
Side	7	Ragnar the Terrible	Resistance Member	Drubman Marina
Side	8	Godspeed	Clutch Nixon	Clutch Nixon Shrine (Road to Drubman Marina)

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 3; Fishing: Lake Trout, Rainbow Trout (Hard); Hunting: Bison (2), Moose (3); Plants: Mustard

Cult Outposts (1)

[1] Drubman Marina

+RP; Ammo (Haul!); Barrels, Gas Canister, Propane Tank (Explosive); Bliss (Barrels); Character of Note (Adelaide Drubman; Xander Flynn); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Editor, Poster); Fishing Location; Hostage (Liberate); Grapple Spots; Gun for Hire; Item of Note (Documents, Map); Shop (Boatshed, General, Helicopter); Vehicle (Boat, Car/Truck, Quad); Vista; Warning! Alarm! Mortar! Mounted MG!; Zip Lines

Difficulty: ★★★

Missions: Cult Outpost; Story: Friendly Skies; Eco-Warriors; Side: Ragnar the Terrible

Rewards: Money, Resistance Points (400; Henbane River)

Specialist: Adelaide Drubman (Soldier)

Adelaide Drubman

Eden's Gate has taken over this marina and is using it as a launch spot for their water convoys. Liberate it and complete Adelaide's mission to earn her in your roster. Note that Xander Flynn appears in the warehouse here, once you liberate the marina. If you need to meet him before this, find him at Hollyhock Saloon (Subregion #1).

Cult Properties (2)

[4] Shrine: Raptor Peak Low Hills

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad)

Find this shrine along the winding dirt road north of Dire Wolf Basin, west of Raptor Peak. The road eventually takes you to Peaches Taxidermy.

[5] Shrine: Dire Wolf Basin

+RP, Ammo (Few), Bliss (Effect), Enemies (Cultist), Gas Canister and Propane Tank (Explosive), Hostage (Liberate), Landmark, Warning! Mounted MG!

On the eastern end of Rock Bass Lake, this shrine sits between two geothermal pools in the Dire Wolf Basin.

Primary Locations (8)

[13] Silver Lake Campgrounds

Ammo (Few), Enemies (Animal, Cultist), **Fishing** Location, Gas Canister (Explosive), **Guns for Hire**, Vehicle (Boat, Quad), Vista

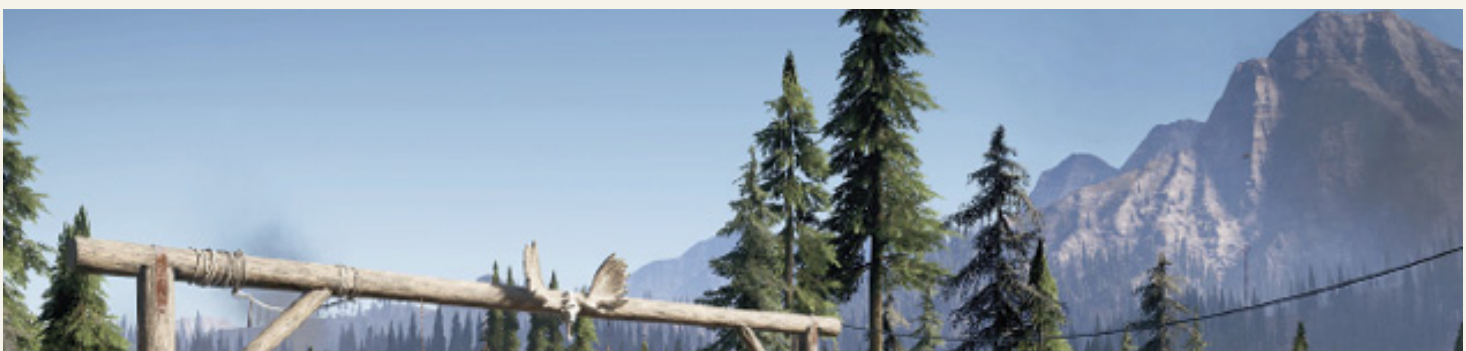
A small campground at the edge of an island near the railroad bridge is under attack by two black bears. Be quick, and you can revive the militia members here. Note the nearby Whiskey Cask (Secondary Location #15).

[14] Silver Lake Summer Camp

Ammo (Few), Climbing Spots, Gas Canister (Explosive), Hostages (Liberate), Item of Note (Summer Camp Cabin Key Card, Magazine: Perk x3), Lock and Key, **Prepper** Stash, Vehicle (Boat, Car/Truck, Plane), Zip Line

Mission: **Prepper** Stash—Pooper Scooper

Aside from the dock and a trio of locked cabins, the main structure of this summer camp is boarded up. Break open a window, and search through some revolting dog turds to acquire the necessary key.



[15] Howling Cave

Ammo (Plenty), Bliss (Barrels, Effect), Climbing Spots, Enemies (Animal, Cultist), Gas Canisters (Explosive), Grapple Spots, Item of Note (Magazine: Perk x3), Items ($), **Prepper** Stash, Underground, Vehicle (Helicopter)

Mission: Animal Control

If you've ever wanted to fly a helicopter indoors, this is the place to explore! Complete the **Prepper** Stash mission and you'll grapple up to a chopper and use it to fly out of the exit on the north side. The main entrance is west, up a trail from the main road.

[16] Taft Lookout Tower

Ammo (Few), Climbing Spots, Gas Canisters and Propane Tank (Explosive), Grapple Spots, Item of Note (Magazine: **Fishing**: Pallid Sturgeon), **Prepper** Stash, Vehicle (Helicopter, Quad), Vista, Warning! Mortar! Zip Lines

Mission: **Prepper** Stash—Overwatch

This lone lookout tower is along the ridgeline leading east toward Raptor Peak. The place is a good spot to land a helicopter (or find one). Check the area for a **Prepper** Stash clue; the stash is atop the peak. Check inside the tower for a **fishing** magazine.

[17] Raptor Peak

Ammo (Haul!), Climbing Spots, Enemies (Animal), Grapple Spots, Item of Note (Magazine: Perk x3), Landmark, Vista

Mission: **Prepper** Stash—Overwatch

The **Prepper** Stash mission that started at Taft Lookout Tower concludes here, with a clue on the summit of Raptor Peak. Expect bald eagle **combat** and a large amount of rappelling in order to reach here (unless you drop in from above). Don’t forget to base jump back down the mountain!

[18] Camp Cougars

Collectible: Comic Book (Mars), Gas Canister (Explosive), Item of Note (Documents), Gun for Hire, Vehicle (Quad)

A small camp in need of a tidy. Check outside a tent for some reading materials.

[19] Dire Wolf Basin

+RP, Ammo (Few), Bliss (Effect), Enemies (Cultist), Gas Canister and Propane Tank (Explosive), Hostage (Liberate), Landmark, Warning! Mounted MG!

Across the river from the main geothermal pools, this smaller pair of basins has less to offer—just prowling enemies and a shrine to destroy.

[20] Sabre-Tooth Springs

Bliss (Effect), Item of Note (Documents, Magazine: Perk), Underground, Vehicle (Quad)

Check this Bliss-filled geothermal pool (note the items at the bottom of the pool) and an interior cave alcove for a magazine.

Secondary Locations (9)

[10] Clutch Nixon Shrine (Road To Drubman Marina)

Mission: Side—Godspeed

This vehicle rest spot by the river is dedicated to the maestro of stunt-based madness, Clutch Nixon. Start a wing-suited descent from Raptor Peak from here. Note that this shrine is technically in Whitetail Mountains, but the mission commences at Raptor Peak (in this subregion).

[11] Road Bridge Hovel

Climbing Spot, Gas Canister (Explosive), Item of Note (Magazine: Perk)

Check under the bridge on the border between Henbane River and Whitetail Mountains for a messy camp full of detritus and a Perk Magazine.

[12] Purpletop Antenna (Henbane River)

Ammo (Few), Climbing Spots, Enemies (Cultist), Gas Canister (Explosive), Grapple Spots, Item of Note (Magazine: Perk), Landmark, Vista

Grapple to the top of this comms tower to secure a small stash and a Perk Magazine. Beware of incoming choppers.

[13] Cow Skull Cave

Item of Note (Magazine: Perk), Underground

Check the mountain stream along the northern border of this region for a small alcovelike cave with a magazine to acquire.

[14] Raptor Hills Pool

Ammo (Few), Item of Note (Magazine: Perk)

The start of the stream (from the watershed) features a rock pool with a sunken pickup truck. Dive down to grab some items, including a magazine.

[15] Red Wooden Cross (Two-Tree Island, Henbane River)

Bliss (Barrels, Effect), Collectible (Whiskey Cask)

Mission: Whiskey River

Across from the Silver Lake Campgrounds is a tiny island with two trees, and a “W” scrawled on a rock outcrop below the cross. Check under the water among the grass and boulders (and leaking barrels) for the Whiskey Cask.

[16] Red Wooden Cross (Tiny Camp Island)

Bliss (Barrels, Effect), Collectible (Whiskey Cask), **Fishing** Location, Gas Canister (Explosive), Item of Note (Magazine: Perk), Vehicle (Boat)

Mission: Whiskey River

Find the red cross and “W” on the rock below, at the small island where you can fish for Ragnar the Terrible. Check underwater for the Whiskey Cask near a boulder, passing a canoe and log along the way. Also check the tent for a magazine.

[17] Low Raptor Hills Waterfall

Ammo (Few), Enemies (Cultist), Item of Note (Magazine: Perk)

While you're checking the winding trails southeast of Peaches Taxidermy, pause at the crashed pickup by the waterfall, and grab a magazine from the flatbed.

[18] Camp Cougars Cave

Item of Note (Magazine: Perk), Underground

Just north of Camp Cougars is a rocky cave outcrop with a boarded-up entrance. Smash through into a cave with water barrels and a magazine to purloin.

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Faith's Region

Subregion 3: Sacred Skies Youth Camp

Overview

This subregion is dominated by Joseph's Word, a giant basalt effigy of Joseph Seed that stands atop Angel's Peak. Surrounding this landmark (which you should use for navigation no matter where you are in Hope County) are various trails, shrines, and dotted cabins marking a pilgrimage route the Peggies are forcing the civilians to take before they are judged. Also of note are two **cult outposts** (though only one has the subregion map) and a series of geothermal pools where the cult, and the good doctor Charles Lindsay, require your attention.

Collectibles (6)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
2	Magazine	Eden's Convent	Hunting: Turkey Vulture
3	Magazine	Sacred Skies Youth Camp	Plants: Prickly Lettuce
4	Collectible Comic Book (Vietnam)	Chan Residence	Mission: Golden Age Nostalgia
5	Collectible Comic Book (Mars)	Boshaw Manor	Mission: Golden Age Nostalgia
3	Vietnam Lighter	Counselor's Cabin	Mission: What They Carried
5	Prepper Stash	Dead Man's Mill	Mission: Dead Man's Treasure

Missions (3)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	9	Broken Path	Resistance Member	Eden Convent
Side	10	The Judge Cougar	Resistance Member	Sacred Skies Youth Camp
Story	11	Doctor's Orders	Dr. Charles Lindsay	Mastodon Geothermal Park

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 3

Fishing: Rainbow Trout, Smallmouth Bass (Hard)

Hunting: Cougar (2), Pronghorn, White-Tail Deer, Wild Boar

Plants: Prickly Lettuce

Cult Outposts (2)

[2] Eden's Convent

+RP, Ammo (Plenty), Barrels (Explosive), Bliss (Barrels, Effect), Climbing Spots, Enemies (Animal, Cultist), Grapple Spots, Guns for Hire, Item of Note (Documents; Magazine: Hunting: Turkey Vulture), Items ($, Safe), Shop (General, Helicopter, Car/Truck), Vista, Warning! Alarms! Mounted MG!, Zip Lines

Difficulty: ★★

Rewards: Money, Resistance Points (400; Henbane River)

Missions: Cult Outpost; Side: Broken Path

The devoted can rest here during their pilgrimages as they walk the Path to Eden's Gate. Clear the main church room balcony (via the outside upper window on the north side) and the barracks of all salvageable items. The main church interior also has a bird magazine to grab.

[3] Sacred Skies Youth Camp

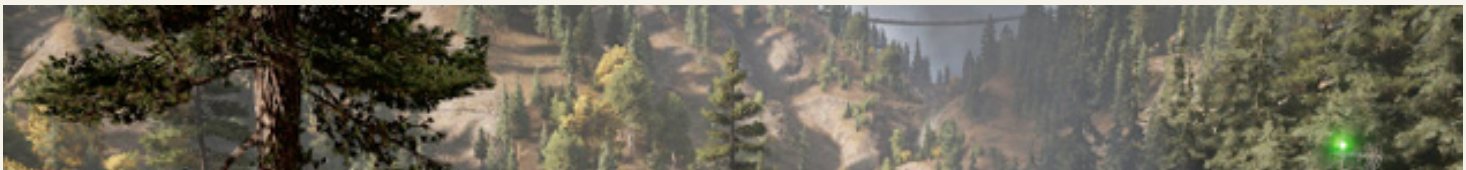
+RP; Ammo (Plenty); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Poster); Grapple Spots; **Guns for Hire**; Item of Note (Documents; Magazine: Plants: Prickly Lettuce; Map), Items (Safe), Shop (General, Helicopter); Vehicle (Car/Truck); Warning! Alarms! Mounted MG!; Zip Lines

Difficulty: ★★

Rewards: Money, Resistance Points (400; Henbane River)

Missions: Cult Outpost; Side: The Judge Cougar

Eden's Gate has transformed this old camp into a field of flowers that will eventually become Bliss. Check the main lodge kitchen for a magazine and the main interior room for the subregion map.



Cult Properties (4)

[6] Shrine: Pilgrim Path (West)

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad)

This shrine sits on a rocky bluff above the winding pilgrim's trail that snakes to the top of Angel's Peak and Joseph's Word statue.

[7] Shrine: Low Water Lake

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

This shrine is on a low, flat island surrounded by shallow lake water, due west of Dead Man's Mill and the main road.

[8] Shrine: Eden's Convent Bluffs

+RP, Bliss (Effect), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad), Vista

This shrine is perched atop a rock bluff by the Bliss fields south of **Eden's Convent**.

[9] Shrine: Throne Of Mercy

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

Close to the Wild Boar **hunting** grounds, this shrine is atop a hill surrounded by trees, west of Throne of Mercy Church.

Primary Locations (10)

[21] Joseph's Word

Ammo (Haul!), Bliss (Effect), Climbing Spots, Enemies (Cultist), Grapple Spots, Hostage (Liberate), Landmark, Items (Plenty), Vista, Zip Lines

This landmark atop Angel's Peak is dominated by a huge statue of Joseph Seed, which is visible from anywhere in the county. Pilgrimages end here (literally; many foes are cast over the cliff to the north). Dutch recommends you find a way to blow up this hollow statue in part of Tracey Lader's Story **Missions**. Have you tried RPGs or chopper gunfire?

[22] Purpletop Antenna

Barrel (Explosive), Climbing Spots, Enemies (Cultist), Grapple Spots, Item of Note (Documents), Vehicle (Quad), Vista, Zip

Lines

This radio tower is under cult control, though defenses are minimal. The antenna is small and can't be climbed.

[23] Dead Man's Mill

Ammo (Haul!), Bliss (Barrels, Effect), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Poster), **Fishing** Location, Grapple Spots, Item of Note (Magazine: Perk x3, Waterfall Wheel), Items ($), Lock and Key, **Prepper** Stash, Underground, Vehicle (Quad), Vista, Zip Line

Mission: **Prepper** Stash—Dead Man's Treasure

A rickety old mill structure has a **Prepper** Stash once you crawl up under the floor and grab the waterfall wheel to dam the water. Only then can you venture into Dead Man's Falls (Secondary Location #27) and secure the stash.

[24] Mastodon Geothermal Park

+RP, Ammo (Plenty), Character of Note (Dr. Charles Lindsey), Climbing Spots, Enemies (Cultist), **Guns for Hire**, Hostage (Liberate), Landmark, Vehicle (Quad), Warning! Mounted MG!

Mission: Story—Doctor's Orders

Dr. Charles Lindse

These thermal springs were discovered in 1836 and were believed to be a mastodon watering hole. Currently, a sizable cult presence (including a passing helicopter) is holding hostages (use stealth or this can turn ugly fast). One is Dr. Charles Lindsey, who moves to Hope County Jail once you begin his Story mission.

[25] Chan Residence

Ammo (Few), Collectible (Comic Book: Vietnam), Gas Canisters and Propane Tank (Explosive), Grapple Spots, Item of Note (Documents, Magazine: Perk), Items ($), Vehicle (Car/Truck), Vista

This cabin on the steep mountainside of Angel's Peak has cult activity nearby due to its proximity to Joseph's Word. Check the cabin for a comic, and search the loose boards behind the small shed outside for a small haul, including a magazine.

[26] Counselor's Cabin

Ammo (Few), Climbing Spots, Collectible (Vietnam Lighter), Enemies (Cultist), **Guns for Hire**, Items (Safe), Underground, Zip Lines

Part of the Sacred Skies compound, this cabin is close to the rocky river and may have militia to hire once you liberate the cult outpost. Check the bunker hatch behind the cabin (which is inaccessible). There's a lighter inside the bunker.

[27] Nature Cabin

Enemies (Cultist), Gas Canisters (Explosive), Item of Note (Magazine: Perk), Vista, Zip Line

This cabin is on the upper hillside slopes east of the **Sacred Skies Youth Camp** cult outpost. Check inside for a Perk Magazine on the stove.

[28] Throne Of Mercy Church

Ammo (Plenty), Bliss (Barrels), Enemies (Animal, Cultist), Item of Note (Documents; Magazine: Perk; Throne of Mercy Key), Items ($, Safe), Lock and Key, Propane Tank (Small: Explosive), Vista, Warning! Mounted MG!

This abandoned church sits atop a lonely rock bluff. To get inside the shed and claim some cash and a magazine, look for the key on the shoulders of the crucifix half hidden by the cardboard box, at the back of the church.

[29] Administrator's Cabin

Ammo (Plenty), Enemies (Cultist), Gas Canister and Propane Tank (Explosive)

This cabin's interior is inaccessible, but there's an old phone to check inside the shed (shoot out the boards across the windows or doorway), along with some ammo.

[30] Boshaw Manor

Ammo (Plenty), Climbing Spots, Collectible (Comic Book: Mars), Gas Canisters and Propane Tank (Explosive), Far Cry Arcade (Editor), Item of Note (Documents), Items (Safe), Underground, Warning! Mounted MG!, Zip Line

Though this is stretching the description of the word *manor*, this property has a bunker to explore, as well as a main dwelling littered with flammable canisters and a bedroom with a comic book to grab.

Secondary Locations (10)

[19] Cult Comms Tower

Bliss (Barrels), Enemies (Animal, Cultist), Gas Canister (Explosive), Grapple Spots, Warning! Mounted MG!

This small antenna tower, close to the bass pond area, was appropriated by the cult.

[20] Bass Pond Cave

Grapple Spot, Item of Note (Magazine: Perk), Underground

South of the rock bass **fishing** spot at the pond is a rocky crag with grapple spots up to a small cave entrance. Check inside for a magazine.

[21] Good Tidings Chapel

Ammo (Few), Enemies (Cultist), Item of Note (Magazine: Perk), Vehicle (Quad)

This small chapel in the low fields west of **Eden's Convent** is now a processing area and barracks. Bliss crops are drying here. Check inside for a magazine.

[22] Pronghorn Hunting Platform (Antenna Slope)

Ammo (Few), Item of Note (Magazine: Perk), Zip Line

Unlike the majority of the hunters' platforms across Hope County, this one has a magazine to gather, once you zip-line down from Purpletop Antenna.

[23] Abandoned Mine Entrance

Grapple Spots

Along the steep southern lower slopes of Angel's Peak is an old mine entrance, now completely blocked.

[24] Twin Cabins And Footbridge

Ammo (Few), Enemies (Cultist), Hostage (Liberate), Item of Note (Documents), Propane Tank (Large: Explosive), Vista

Two small cabins are used as sleeping quarters along the pilgrimage path to the south of Angel's Peak.

[25] Rocky River Bear Cave

Ammo (Few), Item of Note (Magazine: Perk), Underground

A small, alcove-sized cave in the rock wall along the river's southern side has a small stash and a magazine inside.

[26] Dead Man's Bridge

Ammo (Few), Item of Note (Magazine: Perk)

Under the road bridge, just west of Dead Man's Mill, is an expired civilian near a tent. Check the area for a magazine.

[27] Dead Man's Waterfall

Ammo (Plenty), Grapple Spots, **Prepper** Stash, Underground

Mission: **Prepper** Stash—Dead Man's Treasure

There's a sizable haul here, including three magazines in this cave, halfway up the waterfall rock cliff. Check Dead Man's Mill for details on acquiring this stash.

[28] Hillside Tunnel

Landmark, Underground

Though you can cross the hills from Throne of Mercy Church, you can also move north to south through a tunnel, allowing access to and from Boshaw Manor (south) and Mastodon Geothermal Park (north).

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Faith's Region

Subregion 4: King's Hot Springs Hotel

Overview

This large area of rough moorland and bison **hunting** ground has many Bliss-producing fields along its northern border, close to the **King's Hot Springs Hotel**, the cult outpost for this jurisdiction. Remote cabins, strange caves, tunnels, and a trailer park run by the infamous arsonist Sharky Boshaw are all waiting to be discovered. South is the bend of Henbane River, with more Bliss production (and a movie production run by famed auteur Guy Marvel and plagued by unwanted extras) to the southeast.

Collectibles (3)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
4	Magazine	Sinclair Residence	Fishing: Chinook Salmon
5	Magazine	Sinclair Residence	Hunting: Elk
6	Prepper Stash	Horned Serpent Cave	Mission: The Angel's Grave

Missions (4)

The following table details the available missions in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	12	The Judge Bear	Resistance Member	King's Hot Springs Hotel
Story	13	Burn, Baby, Burn	Sharky Boshaw	Moonflower Trailer Park
Side	14	Quiet on the Set	Guy Marvel	Grimalkin Radon Mine
Side	15	Blood Dragon 3	Guy Marvel	Grimalkin Radon Mine

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 1

Fishing: None

Hunting: American Black Bear, Bison (4), Hare, Skunk

Plants: Prickly Lettuce

Cult Outpost (1)

[4] King's Hot Springs Hotel

+RP, Ammo (Haul!), Barrels (Explosive), Bliss (Barrels, Effect), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Editor), Grapple Spots, Guns for Hire, Item of Note (Documents, Kings Hot Springs Hotel Key, Map), Items (Safe), Lock and Key, Shop (General), Vehicle (Car/Truck), Warning! Alarm!, Zip Line

Difficulty: ★★

Rewards: Money, 1987 Pygmalion Bruelag (Vehicle), Resistance Points (400; Henbane River)

Mission: Side—The Judge Bear

What could Eden's Gate possibly want with this old, abandoned hotel? The answer is straightforward: It's a place for them to taint the water supply and use as a small barracks. After you liberate the place, climb the tower ladder or the porch roof to reach the open balcony (southeast side) and enter room 302, which is otherwise locked. The key is on the bed in this room

(along with a safe, ammo, and…a ghost?).

Cult Property (1)

[10] Shrine: Rock Bluff Wilderness

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

Find this shrine on the northern side of the bluffs between Moonflower Trailer Park (to the west) and **King's Hot Springs Hotel** (to the east).

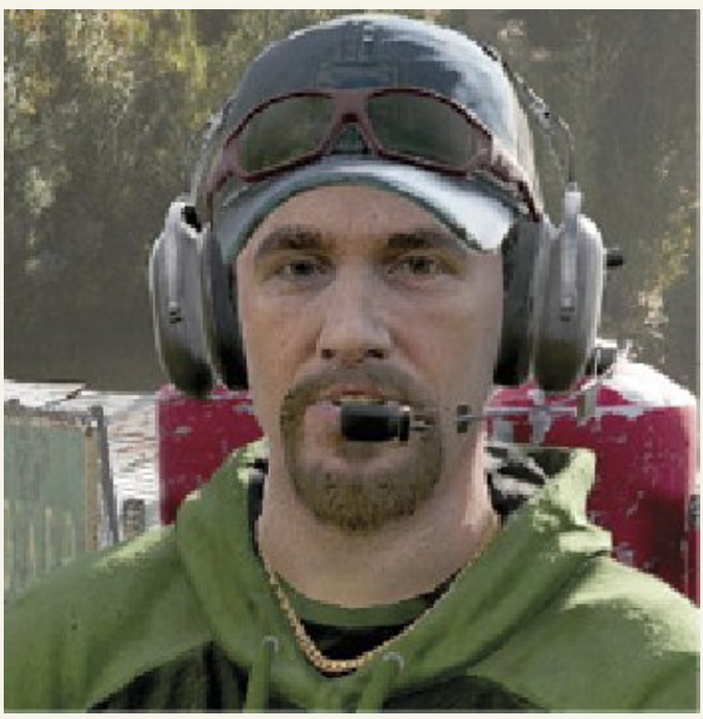
Primary Locations (6)

[31] Moonflower Trailer Park

Ammo (Haul!); Barrels, Gas Canisters, Propane Tanks (Explosive); Character of Note (Sharky Boshaw); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Poster); Grapple Spots; Item of Note (Clutch Nixon Stunt Map, Documents); Items (Safe); Shop (Garage); Vehicle (Car/Truck, Quad), Zip Lines

Mission: Story—Burn, Baby, Burn

Specialist: Sharky Boshaw (Soldier)



Sharky Boshaw

Head here if you want to hire Sharky Boshaw, a man with an unhealthy penchant for setting anything on fire. If you haven't discovered all of Clutch Nixon's shrines yet, check out the map on the rusted car, near trailer #8. Search the bus for a safe.

[32] Sinclair Residence

Ammo (Few), Bliss (Barrels), Enemies (Cultist), **Fishing** Location, Gas Canisters and Propane Tank (Explosive), Gun for Hire, Item of Note (Documents; Magazine: **Fishing**: Chinook Salmon; Magazine: **Hunting**: Elk); Vehicle (Boat, Jet Ski); Zip Lines

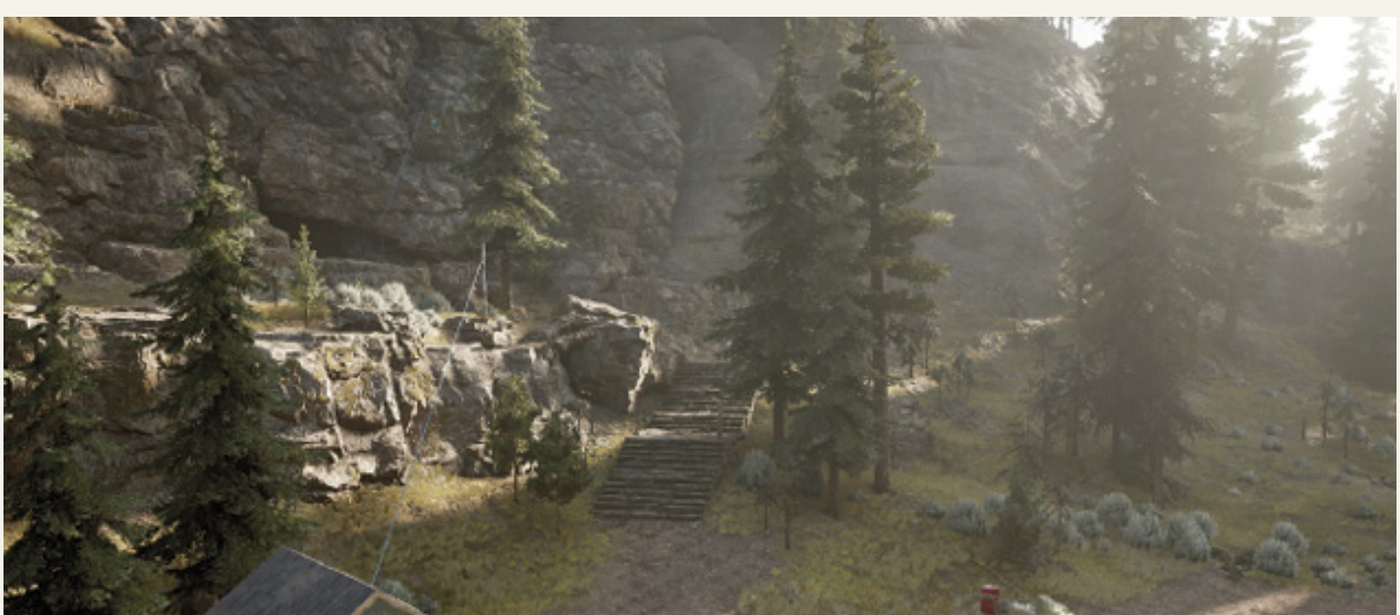
This riverside cabin is close to the train tunnel (to the north) and usually has a medium-sized cult presence. Clear the area and check an outside table and an inside cabinet; both have magazines to read.

[33] Horned Serpent Cave

Ammo (Plenty), Barrels (Explosive), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Poster), Grapple Spots, Item of Note (Documents, Magazine: Perk x3), Items ($), Lock and No Key, **Prepper** Stash, Underground, Warning! Mounted MG!, Zip Lines

Mission: **Prepper** Stash—The Angel's Grave

Check the stone stepped entrance for **Prepper** Stash info; then descend through the Angel's Grave Hole (Secondary Location #31) to the stash, which includes three magazines.



[34] Henbane River Station

Ammo (Few); Barrels, Gas Canister, Propane Tank (Explosive); Climbing Spots; Enemies (Animal, Cultist); **Fishing** Location; Far Cry Arcade (Poster); Vehicle (Helicopter); Warning! Mortar!; Zip Line

Owned by the Copperhead Railway, this rusting station has little to offer except some loot atop the water tower.

[35] Grimalkin Radon Mine

Ammo (Plenty), Barrels and Gas Canister (Explosive), Character of Note (Guy Marvel), Climbing Spots, Enemies (Cultist), Item of Note (Documents), Underground, Vehicle (Car/Truck), Zip Lines

Mission: Side—Quiet on the Set; Blood Dragon 3

Guy Marvel

Acclaimed director Guy Marvel is currently shooting his latest straight-to-online movie *Blood Dragon 3* in this disused mine. The interior is accessible during the second of his **missions**.

[36] Lydia's Cave

Bliss (Barrel, Effect), Enemies (Animal), Underground

This small cave was carved by water on the steep rock face south of Eden's Altar. Come here to face the fabled Judge Bear during the mission of the same name.

Secondary Locations (3)

[29] Angel's Drop

Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Grapple Spots, Underground, Vehicle (Quad)

A vertical hole atop the rock bluffs is the resting place for Angels who cannot be turned.

[30] Bliss Fields Hut

Bliss (Effect), Climbing Spots, Gas Canister (Explosive), Item of Note (Magazine: Perk)

A small hut with a metal roof overlooking the Bliss fields. Check inside for a magazine.

[31] Angel's Grave Hole

Mission: **Prepper** Stash—The Angel's Grave

The cult is throwing spent Angels into this hole, which is part of the Horned Serpent Cave complex. Head there for the mission details.

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Faith's Region

Subregion 5: Whistling Beaver Brewery

Overview

This area covers the entirety of Rock Bass Lake, as well as the rocky mountain area at the eastern end (aka "Big Bump"). This is where the majority of the Blissed-out victims of Faith Seed's "charms" are kept—in a disused missile silo known as Faith's Gate. Though the lake is tainted by Bliss, there's still some good **fishing** spots and a scattering of odd **locations**, remote cabins, and a brewing facility where the cult is at its strongest.

Collectibles (2)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
6	Magazine	Gethsemane Greenhouse	Plants: Lupine
1	Cheeseburger Bobblehead	Feeney Residence	Mission: Mint Condition

Missions (1)

The following table details the available **missions** in this Sub-Region (related to the totals shown in your in-game Map Menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION
Side	16	Old Glory Holes	Clutch Nixon	Clutch Nixon Shrine (Gethsemane Greenhouse Area)

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 1; **Fishing**: Largemouth Bass (2; Hard), Rainbow Trout (Hard), Smallmouth Bass (Hard); **Hunting**: Duck (3), Pronghorn (3); Plants: Jimson Weed

Cult Outpost (1)

[5] Whistling Beaver Brewery

Bliss (Barrels), Ammo (Haul!), Barrel and Propane Tank (Explosive), Climbing Spots, **Guns for Hire**, Item of Note (Documents, Map), Shop (Garage, General), Underground, Vehicle (Car/Truck, Helicopter), Warning! Alarms! Mortar!

Difficulty: ★★★★

Rewards: Money, Resistance Points (400; Henbane River)

Eden's Gate is transforming the processed flowers into their final form: Bliss. Find the map for this subregion in a chemical storage room on the facility's north side.

Cult Properties (2)

[11] Shrine: Faith's Rock

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive), Vehicle (Quad), Vista, Zip Line

On the summit of the mountain that Faith's Gate is built into resides a shrine with stunning views of Rock Bass Lake.

[12] Shrine: Eden's Altar

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Item of Note (Documents), Landmark, Propane Tank (Large: Explosive), Zip Line

This shrine is part of Eden's Altar (Primary Location #40); expect a light cult presence at this stone amphitheater.

Primary Locations (5)

[37] The Misery

Ammo (Few), Barrels (Bliss), Bliss (Effect), Climbing Spots, Enemies (Cultist), **Fishing** Location, Gas Canister (Explosive), Hostages (Liberate), Item of Note (Documents), Vehicle (Boat, Helicopter, Quad), Warning! Mounted MG!, Zip Lines

A rusting old dredger has been turned into a prison that is well defended by multiple gun emplacements.

[38] Faith's Gate

Ammo (Plenty), Character of Note (Faith Seed, Marshall Burke), Climbing Spots, Enemies (Cultist), Landmark, Underground, Vehicle (Car/Truck), Vista, Zip Lines

Mission: Story—A Leap of Faith; The Bliss; Ignorance Is Bliss; The Lesson; Paradise Lost; Walk the Path

Faith Seed

Marshall Cameron Burke

A sprawling missile bunker sits beneath the mountain on the eastern end of Rock Bass Lake. Its interior is accessible only during the latter Resistance **missions** involving Faith. Investigate the gated entrance and you may be overwhelmed by Bliss (beginning Faith's Story **missions**). Expect to interact with Marshall Burke here and at Hope County Jail. During other times, expect only a light cult presence and no way inside.

[39] Feeney Residence

Collectible: Cheeseburger Bobblehead, Climbing Spots, Enemies (Cultist), Far Cry Arcade (Poster), Gas Canister and Propane Tank (Explosive), Item of Note (Documents), Underground, Zip Line

The primary residence of a cult ally, this place is usually devoid of foes. Check the kitchen for a bobblehead and loot the open bunker.

[40] Eden's Altar

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Item of Note (Documents), Landmark, Propane Tank (Large: Explosive), Zip Line

A small stone amphitheater is now the setting for cult executions. Prevent this, and destroy another shrine (#12) along the

way.

[41] Gethsemane Greenhouse

Ammo (Few), Barrels (Bliss, Explosive), Bliss (Effect), Climbing Spots, Enemies (Cultist), Item of Note (Documents; Magazine: Plants: Lupine; Magazine: Perk), Underground

A remote growing operation, check the bunker behind the greenhouses for two magazines.

Secondary Locations (6)

[32] Rock Bass Lake Boat Dock (West)

Fishing Location, Gas Canister (Explosive), Shop (Boat), Vehicle (Boat)

Head to this Fast-Travel location when you need a boat to explore the lake.

[33] Rock Bass Lake Cave Island

Item of Note (Magazine: Perk)

A small stone amphitheater is now the setting for cult executions. Prevent thCheck this small island to discover some boards against a rock face. Smash them to access a cave alcove with a magazine and light stash.s, and destroy another shrine (#12) along the way.

[34] Rock Bass Lake Boat Dock (South)

Ammo (Few), Barrels (Bliss), **Fishing** Location, Shop (Boat), Vehicle (Boat, Car/Truck)

Find a boat of your dreams at the small dock here, on the lake's south shore, near a small parking area by **King's Hot Springs Hotel**.

[35] Rock Bass River Dock (Northeast)

Item of Note (Documents), Shop (Boat), Vehicle (Boat)

Fast-Travel or head here to obtain a custom boat.

[36] Plane Crash Site (Southeast Slope)

Climbing Spots, Item of Note (Magazine: Perk)

Make some careful climbing maneuvers to reach this remote crash site, prying a magazine from the light plane wreckage.

[37] Clutch Nixon Shrine (Gethsemane Greenhouse Area)

Mission: Side—Old Glory Holes

Locate this shrine dedicated to the Soaring Eagle of Extreme, Clutch Nixon. Start a stunt plane mission here.

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Faith's Region

Subregion 6: Lorna's Truck Stop

Overview

The southwestern corner of this region is vast and varied, with the Henbane River and Holland Valley to the west, part of Dead Man's River to the south, and the main tributary bisecting the subregion from east to west. The terrain is mainly steep and rocky, with more rolling hillside in the remote wilderness to the south. Though **Lorna's Truck Stop** is the cult outpost, the most important location is Hope County Jail, where the Resistance is holding out against the cult in this region. Head there to help as quickly as you can.

Collectibles (7)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
7	Magazine	Henbane River Chalets	**Hunting**: Bald Eagle
8	Magazine	Jones Residence	**Hunting**: Bison
9	Magazine	Nelson Residence	**Fishing**: Smallmouth Bass
10	Magazine	Pepper Residence	**Hunting**: Ruffed Grouse
2	Cheeseburger Bobblehead	8-Bit Pizza Bar	Mission: Mint Condition
6	Collectible Comic Book (Zombie)	O'Hara's Haunted House	Mission: Golden Age Nostalgia
****	**Prepper** Stash	O'Hara's Haunted House	Mission: O'Hara's Haunted House

**** **Prepper** Stash mission "O'Hara's Haunted House" is counted as the 12th **Prepper** Stash mission for Holland Valley totals, though it is detailed within the Henbane River Region.

Missions (10)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	17	Refuel	Resistance Member	Lorna's Truck Stop
Side	18	Fast	Aaron "Tweak" Kirby	Aubrey's Diner
Story	19	Hope County Jail	Dutch, Virgil Minkler	Hope County Jail
Story	20	Salvation	Sheriff Earl Whitehorse	Hope County Jail

Story	21	Serve and Protect	Sheriff Earl Whitehorse	Hope County Jail
Story	22	Sins of the Father	Mayor Virgil Minkler	Hope County Jail
Story	23	War on Drugs	Mayor Virgil Minkler	Hope County Jail
Story	24	False Prophet	Tracey Lader	Hope County Jail
Story	25	False Idols	Tracey Lader	Hope County Jail
Story	26	Clinical Study	Dr. Charles Lindsay	Hope County Jail

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 2; **Fishing**: Rainbow Trout, Rock Bass (Hard); **Hunting**: American Black Bear, Bald Eagle, Bison, Pronghorn (2), White-Tail Deer (3); Plants: Jimson Weed, Prairie Fire

Cult Outpost (1)

[6] Lorna's Truck Stop

+RP; Ammo (Plenty); Barrels (Bliss); Barrels, Propane Tank, Gas Canister (Explosive); Bliss (Effect); Climbing Spots; Enemies (Cultist); Far Cry Arcade (Editor); Grapple Spots; **Guns for Hire**; Item of Note (Map, Truck Stop Office Key); Items ($, Safe); Lock and Key; Shop (General); Vehicle (Car/Truck, Quad); Warning! Alarms! Mounted MG!; Zip Lines

Difficulty: ★★

Missions: Cult Outpost; Side: Refuel

Rewards: Badass (Outfit), Money, Resistance Points (400; Henbane River)

Eden's Gate has taken all the gas from this location and is running their convoys through here. Close to Holland Valley's southern road system and the river, this is a good liberation point for exploring the southwestern corner of this region. Unlock the warehouse office using the key on the store counter.

Cult Properties (2)

[13] Shrine: Southwest Roadside

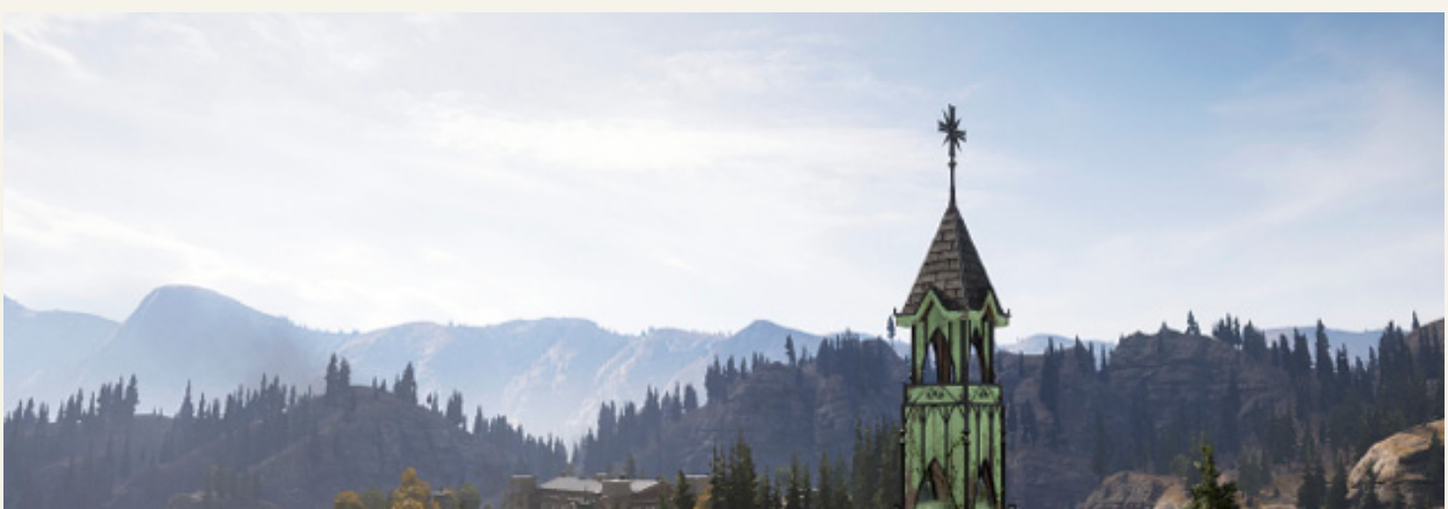
+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

Find this shrine at the start of the trail toward **Sacred Skies Youth Camp**, by the main tarmac road just east of **Lorna's Truck Stop**.

[14] Shrine: South River Bluff

+RP, Bliss (Effect), Enemies (Cultist), Grapple Spots, Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

Locate this shrine atop a rocky bluff on the river's southern side, just west of Hope County Jail.



Primary Locations (10)

[42] Henbane River Chalets

Ammo (Plenty), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Poster), **Fishing** Location, Gas Canister and Propane Tank (Explosive), Item of Note (Documents; Magazine: **Hunting**: Bald Eagle; Magazine: Perk), Vehicle (Boat, Car/Truck), Zip Lines

The Old Sun Chalets area usually has medium-sized cult activity, and you'll encounter more as you head past the adjacent tarmac road. Cabin #4 has two magazines to grab. Also check the rock cluster south of cabin #2 for a small stash hidden under wooden boards.

[43] Aubrey's Diner

Ammo (Few), Character of Note (Aaron "Tweak" Kirby), Enemies (Cultist), Far Cry Arcade (Poster), Gas Canister and Propane Tank (Explosive), Item of Note (Documents), Vehicle (Car/Truck), Warning! Mounted MG!

Mission: Side—Fast

Aaron “Tweak” Kirby

This roadside diner is in disrepair and has a possible cult presence. The interior is inaccessible. Check behind the structure for a homeless dude scrabbling in the dirt.

This is Aaron “Tweak” Kirby; he can enhance your holistic supplements if you let him.

[44] O’Hara’s Haunted House

Ammo (Plenty), Climbing Spots, Collectible (Comic Book: Zombie), Enemies (Animal), Item of Note (Documents; Magazine: Perk x3), Items ($, Safe), Lock and No Key, **Prepper** Stash, Propane Tank (Small: Explosive), Vehicle (Car/Truck), Zip Line

Mission: **Prepper** Stash—O’Hara’s Haunted House

Check the attic of the cottage to power up this horror show, then navigate the frightening house tour (actually a barn) prior to acquiring the stash. Note that some cartographers place this location in Holland Valley, and the **Prepper** Stash mission adds to the totals of that Region.

[45] Ghost Cat Mine

Ammo (Plenty), Barrels (Bliss, Explosive), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Poster), Grapple Spots, Item of Note (Documents), Shop (Garage), Vehicle (Car/Truck, Helicopter), Warning! Mounted MG!

Expect an expanding cultist presence as the Resistance grows in this region. The dilapidated mine is a carnage-filled playground, and reaping trucks also frequent this location. Check the green trash container for a stash of ammo.

[46] Jones Residence

Ammo (Plenty), Climbing Spots, Enemies (Cultist), Gas Canisters and Propane Tank (Explosive), Grapple Spots, Item of Note (Documents; Jones Residence Key; Magazine: **Hunting**: Bison; Magazine: Perk), Lock and Key, Underground, Vista, Zip Lines

A ransacked hilltop cabin and outbuildings hold a secret or two. Shoot the books from the cabin shelf to reveal a key you can use to open the outside shed. Beneath the shed is a bunker with a stash and two magazines.

[47] The Last Best Resting Place

Ammo (Few), Barrels (Explosive), Enemies (Cultist), Item of Note (Magazine: Perk), Vehicle (Car/Truck)

This rural roadside cemetery holds the corpses of the long departed, and a possible Peggie or two. There's a small herd of black goats here too. Check the loose boards at the grave under the tree for a stash, including a magazine.

[48] Nelson Residence

Enemies (Cultist), **Fishing** Location, **Guns for Hire**, Hostage (Liberate), Item of Note (Documents; Magazine: **Fishing**: Smallmouth Bass; Magazine: Perk), Propane Tank (Small: Explosive), Shop (Boat), Vehicle (Boat, Car/Truck)

Need a boat in a hurry and have time for some light reading? Visit this riverside trailer home; check inside for both magazines.

[49] 8-Bit Pizza Bar

Ammo (Few), Barrels (Bliss), Collectible (Cheeseburger Bobblehead), Enemies (Cultist), Far Cry Arcade (Editor), Item of Note (Documents; Magazine: Perk), Items (Safe), Propane Tank (Large: Explosive)

Though the pizza ovens are off and the place is a mess, there's still time to grab a bobblehead from the kitchen shelving and find a magazine behind some strewn seating.

[50] Pepper Residence

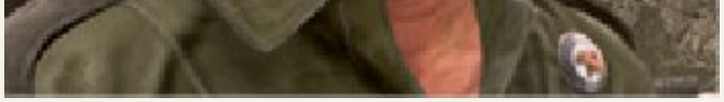
Ammo (Few), Bliss (Effect), Climbing Spots, Gas Canister and Propane Tank (Explosive), Item of Note (Documents; Magazine: **Hunting**: Ruffed Grouse), Vehicle (Car/Truck, Quad), Zip Lines

The old Pepper residence on the southern river bluffs is now part of the Eden's Gate grow operation. Check the cabin for a magazine.

[51] Hope County Jail

Ammo (Haul!), Barrels (Explosive), Bliss (Effect), Character of Note (Sheriff Earl Whitehorse; Tracey Lader; Virgil Minkler; Dr. Charles Lindsey, during the Clinical Study mission), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Editor), Hostages (Liberate), Gas Canisters (Explosive), **Guns for Hire**, Item of Note (Documents), Landmark, Shop (Boat: Secondary Location #43; Garage; General; Helicopter), Vehicle (Boat, Car/Truck, Helicopter, Quad)

Missions: Story—Hope County Jail; Salvation; Serve and Protect; Sins of the Father; War on Drugs; False Prophet; False Idols; Clinical Study



Sheriff Earl Whitehorse

Mayor Virgil Minkler

Tracey Lader

Hope County Jail holds the largest concentration of **Resistance fighters** in Henbane River and is a priority location to visit and liberate. Once it's in Resistance hands, expect to complete multiple **missions** from the three main characters here, as well as from Dr. Charles Lindsey after you rescue him from the Mastodon Geothermal Park. Note there are new weapons and **vehicles** to purchase once liberation occurs. Also check the battlements for more supplies.

Secondary Locations (6)

[38] Bliss Fields Cabin

Bliss (Effect), Enemies (Cultist), Vehicle (Quad)

This small hillside cabin is inaccessible and has a field of Bliss crop. There's little but hallucinations to discover here (aside from a White-Tail Deer platform to the south).

[39] Cult Cabin (Bison Hillside)

Barrel (Explosive), Enemies (Cultist), Gas Canister (Explosive), Hostage (Liberate)

Near the bison grazing grounds and close to the dirt road up to Chan Residence is a cabin and small **training** ground. Check the cabin for loot.

[40] River Cave

Ammo (Few), Underground, Vehicle (Jet Ski)

Farther down from the Jones residence and **fishing** spot and across the river from the Nelson residence is a waterlogged cave with an alcove stash.

[41] Train Tunnel (South) Camp

Ammo (Few), Item of Note (Magazine: Perk), Underground

Follow the railroad tracks east from Ghost Cat Mine to discover a tunnel; midway through is an alcove camp with a few items and a magazine.

[42] Train Tunnel (North) Carriages

Ammo (Few), Climbing Spots, Item of Note (Magazine: Perk), Underground

Investigate the railroad tracks east of the 8-Bit Pizza Bar to uncover a crashed cargo carriage. Hop inside to grab loot and a magazine.

[43] Hope County Jail Dock

Shop (Boat), Vehicle (Boat)

Need a boat in a hurry? There’s a zip line from Hope County Jail down to the dock just east of the jail.

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Faith's Region

Subregion 7: Nolan's Fly Shop

Overview

This subregion has a smattering of **locations**, but many of them are remote, including a strange ghost town called Prosperity, now home to dozens of mannequins and a makeshift runway. Aside from the radon spa tunnels where hallucinations and horrors await, there's a robust Bliss-growing operation on the northern hills near the main road, more craggy mountains on the western side, and large empty wilderness areas to the south. The main location is **Nolan's Fly Shop**; head here before investigating an Angel attack on the nearby McCallough's garage.

Collectibles (4)

The following table details the available collectibles in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
11	Magazine	Johnson Residence	**Fishing**: Golden Trout
4	Vietnam Lighter	Abercrombie Residence	Mission: What They Carried
7	**Prepper** Stash	Bridge Warden Radon Spa	Mission: Side Effects
8	**Prepper** Stash	McCallough's Garage	Mission: Getaway

Missions (3)

The following table details the available **missions** in this subregion (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Side	27	Our Better Angels	Resistance Member	**Nolan's Fly Shop**
Side	28	Furious	Aaron "Tweak" Kirby	Prosperity
Side	29	Descente Dans la Folie	Clutch Nixon	Clutch Nixon Shrine (Prosperity)

Activities

The following list grants you an **overview** of the **hunting**, **fishing**, plant-picking, and base-jumping opportunities available:

Base Jumps: 1; **Fishing**: Golden Trout (Hard), Largemouth Bass (Hard), Smallmouth Bass; **Hunting**: American Black Bear, Turkey Vulture, Wolverine; Plants: Mustard

Cult Outpost (1)

[7] Nolan's Fly Shop

+RP, Ammo (Haul!), Barrels (Bliss, Explosive), Bliss (Effect), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Editor), **Fishing** Location, Grapple Spots, **Guns for Hire**, Item of Note (Documents, Map), Items ($), Lock and No Key, Shop (General), Underground, Vehicle (Boat, Car/Truck, Plane, Quad), Warning! Alarms!, Zip Lines

Difficulty: ★★★

Missions: Cult Outpost; Side: Our Better Angels

Rewards: Money, Resistance Points (400; Henbane River)

Eden's Gate is starting to turn their harvested flowers into their signature drug: Bliss. Check inside the main building for the map. Only Resistance members can open the keycard door (as part of **Side Mission: Our Better Angels**) once this location is liberated. Break open the white outside shed for the stash inside.

Cult Property (1)

[15] Shrine: Southeast Grassy Hillock

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive), Zip Line

Midway between **Nolan's Fly Shop** and McCallough's Garage is a low, partially wooded hill with a shrine atop.

Primary Locations (5)

[52] Johnson Residence

Ammo (Few), Enemies (Cultist), Far Cry Arcade (Poster), Item of Note (Documents; Magazine: **Fishing**: Golden Trout), Propane Tank (Small: Explosive), Vehicle (Car/Truck, Quad)

A modest bungalow residence with a likely (but small) cult presence. Don't leave without checking the sunken stove area outside; there's a magazine here. The interior of the residence is inaccessible.

[53] Bright Warden Radon Spa

Ammo (Plenty), Barrels (Bliss, Explosive), Bliss (Effect), Climbing Spots, Enemies (Cultist), Grapple Spots, Item of Note (Magazine: Perk x3), Items ($), Lock and No Key, **Prepper** Stash, Underground, Vehicle (Car/Truck)

Mission: **Prepper** Stash—Side Effects

Across the narrow bridge by the southern riverbank is a modest set of structures at the entrance to a radon tunnel complex. Brave the Bliss-filled terror to switch power on; this unlocks the door to the **Prepper** Stash.

[54] Prosperity

Ammo (Few), Barrels and Gas Canister (Explosive), Climbing Spots, Far Cry Arcade (Editor), Item of Note (Documents), Vehicle (Car/Truck, Plane)

Mission: Side—Furious; Side—Descente Dans la Folie

This inaptly named ghost town is a spooky place, filled with mannequins and a shrine to Clutch Nixon (Secondary Location #46). Head here once you've met Aaron "Tweak" Kirby (over at Aubery's Diner in Subregion 6) to get the most out of this fun house. Also note the parked plane; this place doubles as a runway too.

[55] Abercrombie Residence

Ammo (Few), Collectible (Vietnam Lighter), Climbing Spots, Gas Canister (Explosive), Item of Note (Documents), Underground

Nadine's family lived here until the cult drove them out (Nadine is over in Holland Valley at the Dodd residence). Though the ground-level structures are inaccessible, check the bunker hatch below the covered porch for a lighter.

[56] McCallough's Garage

Ammo (Haul!), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Editor), Hostages (Liberate), Gas Canister and Propane Tank (Explosive), **Guns for Hire**, Item of Note (Magazine: Perk x3; McCallough's Garage Keycard), Items ($), Lock and Key, **Prepper** Stash, Shop (Garage), Vehicle (Car/Truck), Zip Lines

Mission: **Prepper** Stash—Getaway

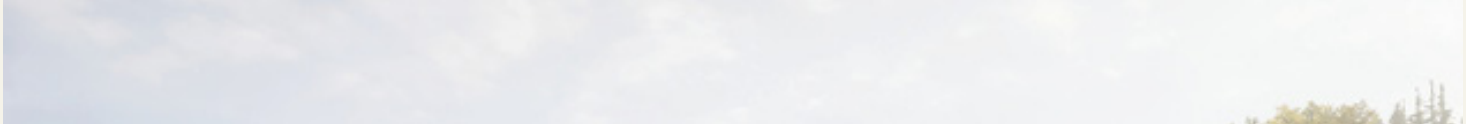
As you approach this roadside gas station and garage, Angels are attacking **Resistance fighters** from the northwest and southeast. Quickly help the two on the roof or they die. Either way, explore the tight garage confines to secure the **Prepper** Stash afterward. There's a fancy car to obtain too.

Secondary Locations (3)

[44] Bliss Field River Dock

Bliss (Effect), Gas Canisters (Explosive), Shop (Boat), Vehicle (Boat)

This boat dock sits on a part of the river patrolled by gunboats and is close to a small Bliss field.



[45] Cliffside Camp Stash

Ammo (Few), Climbing Spots, Grapple Spots, Vista

On the steep terrain southwest of Hope County Jail is a low craggy peak with a messy haul, just below a tent camp that usually has a couple of militia members.

[46] Clutch Nixon Shrine (Prosperity)

Mission: Side—Descente Dans la Folie

Locate this shrine to the Auteur of Automotive Carnage, Clutch Nixon. Push past the inquisitive mannequins in the ghost town of Prosperity to start a truck-driving escapade nearby.

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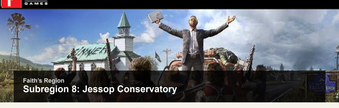

Faith's Region

Subregion 8: Jessop Conservatory

Overview

Even though there are no missions active here, and only one hunting magazine to acquire, this small subregion has some spectacular hiking spots (the "Big Bump" mountain and lookout tower to the north) and three base-jump locations (including the infamous "trail to nowhere" just south of the cult outpost). Expect some additional grow operations, as well as the source of this particular strain of Bliss—grown in the Jessop Conservatory greenhouses. Let's see how the plant handles fire, shall we?

Collectible (1)

The following table details the available collectible in this subregion:

#	TYPE	NEAREST LOCATION	NOTES
1	Magazine	Seeley's Cabin	Hunting: Moose

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 3; Fishing: None; Hunting: Pronghorn, Wolverine; Plants: Prairie Fire, Lupine

Cult Outpost (1)

[6] Jessop Conservatory

+RP, Ammo (Plenty), Barrels (Bliss) Barrels and Gas Canisters (Explosive), Bliss (Effect), Climbing Spots, Enemies (Animal, Cultist), Far Cry Arcade (Poster), Grapple Spots, Guns for Hire, Item of Note (Documents, Map), Shop (General), Vehicle (CarTruck), Warning! Alarms! Mounted MG!, Zip Lines

Difficulty: ★★★

Missions: Cult Cutpost; Story: Sins of the Father

Rewards: Money, Resistance Points (400; Henbane River)

Eden's Gate has taken over this estate and transformed it into a research and development lab for the Bliss. Find the map of this subregion inside the historic mansion. Virgil Minkler's mission begins once you liberate this place.

Cult Property (1)

[16] Shrine: Southeast Trail To Nowhere

+RP, Bliss (Effect), Enemies (Cultist), Hostage (Liberate), Landmark, Propane Tank (Large: Explosive)

Find this lonely shrine on the steep trail east of Puma Mine, south of Jessop Conservatory. Continue up the trail to "nowhere," a base jump.

Primary Locations (5)

[57] Harrison Lookout Tower

Ammo (Few), Climbing Spots, Enemies (Animal, Cultist), Gas Canisters and Propane Tank (Explosive), Grapple Spots, Item of Note (Documents; Magazine: Perk), Vehicle (Helicopter), Vista, Zip Lines

Read about the Battle of Big Bump atop this mountain lookout; then check the deck of the structure for a magazine.

[58] Seeley's Cabin

Ammo (Few), Climbing Spots, Enemies (Animal), Far Cry Arcade (Poster), Item of Note (Documents; Magazine: Hunting: Moose), Propane Tank (Large: Explosive), Underground, Vehicle (CarTruck), Zip Line

Half hidden from the main road to the south is a cabin, located at the base of the mountain scree slope. The cabin interior is inaccessible, but you can enter the bunker nearby. Descend to secure a magazine.

[59] Deer Tiger Mine

Ammo (Plenty), Barrels and Propane Tank (Explosive), Climbing Spots, Enemies (Cultist), Far Cry Arcade (Poster), Item of Note (Documents), Vehicle (CarTruck, Helicopter), Zip Lines

Despite the title, there is no accessible underground area here, though you can climb the mine shaft tower. Expect cult activity in this location and along the road as you explore.

[60] Puma Mine

Ammo (Few), Barrels and Gas Canisters (Explosive), Enemies (Cultist), Item of Note (Documents; Magazine: Perk), Shop (Boat), Vehicle (Boat, CarTruck), Zip Lines

An abandoned mine cabin by a boat dock (and shop) has a magazine to grab. The mine is inaccessible.

[61] Ancient Bison Tunnel

Ammo (Few), Item of Note (Magazine: Perk), Vehicle (CarTruck)

There's no escape out of Hope Valley in this direction; the tunnel is blocked. Check the bus for a stash and magazine.

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Joseph's Region

Overview

Overview

The Father of The Project of Eden's Gate, Joseph Seed, speaks to his congregation from the cult compound on this small island north of Dutch's region. Rarely visited, much of this island has an impenetrable fence you must work your way around (or drop in from above). You begin your first prologue mission attempting to arrest the Father at this compound.

After escaping, you must defeat all of Joseph's heralds—John Seed in Holland Valley, Jacob Seed in Whitetail Mountains, and Faith Seed in Henbane River—to force a confrontation with the Father. This happens in Story Mission: Where It All Began.

Note there are no cult outposts, cult properties, or collectibles in this region.

STATISTICAL DATA (TOTALS)

ACTIVITY	NOTES	TOTAL	CUMULATIVE TOTAL
Resistance Points	0 Levels	0	38,100 of 38,100
Specialists	None	0	9 of 9
Missions	Story and Side	3	115 of 119*
Missions	Prepper Stash	0	28 of 28*
Cult Outposts	Cult Outpost: Missions, Liberation	0	21 of 21**
Cult Properties	Cult Shrines	0	42 of 42
Magazines***	None	0	32 of 32
Cheeseburger Bobbleheads	Side Mission: Mint Condition	0	10 of 10
Collectible Comic Books	Side Mission: Golden Age Nostalgia	0	12 of 12
Cougars Baseball Cards	Side Mission: Grand Slam	0	9 of 9
Vietnam Lighters	Side Mission: What They Carried	0	12 of 12
Vinyl Crates	Side Mission: Turn the Tables	0	10 of 10
Whiskey Barrels	Side Mission: Whiskey River	0	15 of 15

*Total Mission count—Story, Side, and Prepper Stash—is 3 for this region and 143 total for Hope County.

**Fall's End in Holland Valley is not counted. Baron Lumber Mill in Whitetail Mountains is counted.

***Perk Magazine totals are not counted.

Missions (3)

The following table details the available missions in this region (related to the totals shown in your in-game Map menu).

TYPE	#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION*
Story	1	The Warrant	Joseph Seed	Joseph's Compound (Prologue)
Story	1	No Way Out	Joseph Seed	Joseph's Compound (Prologue)
Story	1	Where It All Began	Joseph Seed	Joseph's Compound (Epilogue)

Activities

The following list grants you an overview of the hunting, fishing, plant-picking, and base-jumping opportunities available:

Base Jumps: 0

Fishing: Golden Trout

Hunting: Duck, White-Tail Deer

Plants: None

Primary Locations (3)

[1] Joseph's Compound

Ammo (Few), Climbing Spots, Fishing Location, Item of Note (Documents), Landmark

Missions: Story—The Warrant; No Way Out; Where It All Began

Joseph Seed

This is known by the cult parishioners as Church of Eden's Gate. Once you visit this location to arrest Joseph during the prologue, the Father scatters his flock to all corners of Hope County. Expect an empty, eerie compound when the missions aren't active. Note the nearby dock, which is also a Fast-Travel point.

[2] Rotten Mill

Ammo (Few), Climbing Spots

The remains of a sawmill sit decaying in the forest. Expect to arm yourself for the first time during the epilogue at this location. The nearby hunter's platform to the south has more supplies.

[3] Holmes Residence

Enemies (Cultist), Hostage (Liberate), Item of Note (Documents, Holmes Residence Key), Lock and Key, Vehicle (Quad)

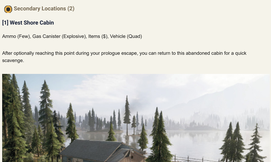
Once you escape from this trailer home with a rope footbridge during the prologue, the place becomes mostly abandoned. The key you find on the living room cabinet opens the adjacent front door.

Secondary Locations (2)

[1] West Shore Cabin

Ammo (Few), Gas Canister (Explosive), Items ($), Vehicle (Quad)

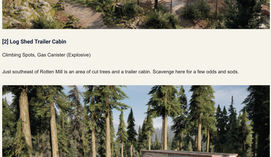
After optionally reaching this point during your prologue escape, you can return to this abandoned cabin for a quick scavenge.



[2] Log Shed Trailer Cabin

Climbing Spots, Gas Canister (Explosive)

Just southeast of Rotten Mill is an area of cut trees and a trailer cabin. Scavenge here for a few odds and sods.



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Arsenal

Overview

The folks in Hope County take their commitment to the Second Amendment pretty seriously, and there is no shortage of weapons here. Some are better suited to certain play styles or situations, or just give you more bang for your buck, but all of them have their uses.

In this section, we detail every variety of weapon you can use to protect yourself and liberate Hope County from the Peggies. It's possible to find and use some weapons as you travel through the county. However, to customize

them, you must purchase them at a shop.

OVERPOWERED

If you come across a favorite weapon that you haven't yet unlocked in the shop, hang on to it! Lose it and you won't see it again until you fulfill its requirements later in the game. However, in situations where a Seed family member captures you, you typically lose all your gear, so make the most of a found weapon while you can.

POTENTIAL FOR CHANGE

Since *Far Cry 5* is updated and continually evolves, the requirements and rewards in this section are subject to change.

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Arsenal

Customization

Your weapons are important tools for liberating Hope County. You can customize their look by using skins and their function by adding attachments, such as scopes, suppressors, and extended mags. Changing the look of your weapon can be fun, and it lets you show off your look to your co-op or online buddies.

Weapon attachments, on the other hand, can greatly improve a weapon's effectiveness.

Weapon Attachments

Scopes

Scopes can improve your ability to target critical areas on enemies.

SCOPE	COST	ACCURACY	RANGE	HANDLING	NOTES
Reflex Sight	$810	+1	—	+1	Allows quicker target acquisition. The dot helps target critical **locations** while maintaining a good peripheral view.
Red Dot Sight	$795	+1	—	+1	Allows quicker target acquisition. The reticle helps target critical **locations**.
Optical Sight	$1,035	+2	+1	-1	Highly visible crosshair, with a large lens.
Marksman Sight	$1,250	+2	+1	-1	Increased magnification, visible crosshair
Tactical Scope	$1,325	+2	+2	-1	Larger crosshair, increased magnification
Enhanced Ranger	$1,200	+2	+2	-1	Increased magnification with an added zoom feature. Allows the option to hold breath to steady weapon.
Marksman Scope	$1,495	+2	+2	-1	Increased magnification with option to hold breath to steady weapon.
Marksman ADV-X Scope	$1,600	+2	+2	-1	Increased magnification with an added zoom feature. Allows the option to hold breath to steady weapon.
Long-Range Scope	$1,725	+2	+2	-1	Increased magnification with an added zoom feature. Allows the option to hold breath to steady weapon.

Suppressors

Suppressors let you fire more quietly, which is crucial when taking enemies unaware. When you liberate an outpost without raising an alarm, you earn extra money, and suppressors are the key to doing that from range. Both suppressors function the same, so pick your favorite based on looks.

Arsenal

Melee Weapons

Melee weapons are the most reliable weapons in the game. These weapons range from your fists and feet to simple branches lying about in the wilderness to a customized bat with barbed wire wrapped around it.

To effectively use melee weapons, you must be able to approach your target unawares or charge them before they have time to react. When you find or purchase a melee weapon, you can have multiple copies of it. After enough bashing, it will break and you must replace it with another. Luckily, replacing them is extremely cheap, and most times easy.

If you enjoy using melee weapons, take the Takedown Mastery perk, as it allows you to throw melee weapons at nearby enemies after performing a takedown. Close **Combat** Mastery is another valuable perk, as it increases the durability and damage of melee weapons. The Close **Combat** Gear Bag lets you carry more melee weapons.

FISTS	
Cost	N/A
Unlocked	N/A

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	3	1	3	7

FEET	
Cost	$0
Unlocked	Found

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	4	1	5	9

BRANCH	
Cost	$0
Unlocked	Found

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	8

HOE	
Cost	$0
Unlocked	Found

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	7

PADDLE	
Cost	$0
Unlocked	Found

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	7

SHOVEL	
Cost	$610
Unlocked	Purchased

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	2	4	7

SOCKET PIPE	
Cost	$570
Unlocked	Purchased

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	8

BOLTED PIPE	
Cost	$600
Unlocked	Purchased

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	8

BASEBALL BAT	
Cost	$650
Unlocked	Purchased

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	7

ALUMINIUM BAT	
Cost	$1,025
Unlocked	Purchased

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	5	8

SPIKED BAT	
Cost	$1,425
Unlocked	Gain two levels of Resistance, in total, from any of the three regions.

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	2	4	7

BRASS KNUCKLES	
Cost	$980
Unlocked	Gain three levels of Resistance, in total, from any of the three regions.

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	1	5	9

WHACK!	
Cost	$7,200
Unlocked	Purchased

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	2	4	7

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Ancient
Sidearms

Sidearms are small, one-handed firearms that are extremely versatile and are most effective at short to medium range. One of the weapon skills on the Weapons Wheel is dedicated to a sidearm, so you should always have at least one equipped during your travels. There are four types of sidearms: pistols, SMGs, grenade launchers, and shotguns.

If you enjoy using pistols, Close Combat Mastery is a great perk for faster reload and decreased weapon sway while aiming. The Weapons Pro perk gives you the same benefits for SMGs and shotguns. Also, the Close Combat Gear Bag perk increases the maximum amount of pistol ammo you can carry, while the Tactical Ammo Bag perk does the same for shotguns and SMGs.

1911

Cost	$0
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	8
Maximum Ammo	80
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	5	4	8

.44 MAGNUM

Cost	$1,150
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	6
Maximum Ammo	38
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	5	3	7

SMG-11

Cost	$1,500
Unlocked	Purchased
Modes	Single Shot, Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	24
Maximum Ammo	120
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
3	3	4	8	6

P226

Cost	$1,050
Unlocked	Gain one level of Resistance in any region.
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	10
Maximum Ammo	42
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	4	5	5	8

SKORPION

Cost	$1,700
Unlocked	Gain two levels of Resistance, in total, from any of the three regions.
Modes	Three-Round Burst, Full Auto
Ammo Types	Handgun, Armor-Piercing
Clip Size	24
Maximum Ammo	120
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
2	3	3	8	7

.44 MAGNUM L

Cost	$1,325
Unlocked	Gain three levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	6
Maximum Ammo	38
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	6	3	7

A-91

Cost	$2,000
Unlocked	Gain five levels of Resistance, in total, from any of the three regions.
Modes	Single Shot, Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	20
Maximum Ammo	116
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
4	3	4	8	6

.44 MAGNUM "SIXER"

Cost	$1,845
Unlocked	Gain five levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	6
Maximum Ammo	38
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	6	6	3	7

D2

Cost	$2,675
Unlocked	Gain five levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	2
Maximum Ammo	28
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
4	7	2	2	6

.44 MAGNUM "CANNON"

Cost	$1,550
Unlocked	Gain nine levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Handgun, Piercing
Clip Size	6
Maximum Ammo	38
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	6	6	3	7

M-79

Cost	$3,300
Unlocked	Gain six levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	40 mm, Incendiary
Clip Size	1
Maximum Ammo	12
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	9	7	2	5

D2 "SIN EATER"

Cost	$0
Unlocked	Defeat Faith Seed.
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	2
Maximum Ammo	28
Attachments	N/A

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
2	7	2	2	6

1911 "THE SHARK"

Cost	$7,200
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	8
Maximum Ammo	40
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	5	5	4	8

1911 "TOASTER"

Cost	$7,200
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	8
Maximum Ammo	40
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	5	5	4	8

P226 "AMENDMENT 2"

Cost	$3,600
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Handgun, Armor-Piercing
Clip Size	10
Maximum Ammo	42
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	4	5	5	8

SKORPION "BIG SPENDER"

Cost	$9,000
Unlocked	Purchased
Modes	Three-Round Burst, Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	24
Maximum Ammo	120
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
2	3	3	8	7

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Arsenal

Shotguns

Shotguns are extremely powerful but only at short range. The farther the distance from your target, the weaker your bullet spread is, making them ineffective at greater distances. However, at point-blank range, it's absolutely devastating. One of their drawbacks is also long weapon reload time, as you can load only one shell at a time in most shotguns. If you need to reload a shotgun, it's best to switch to another weapon, unless you're in a safe area. Shotguns have two different ammo types: slugs, which help penetrate armored foes, and incendiary ammo, which lights the target and area on fire. As mentioned previously, both Weapons Pro and Tactical Ammo Bag are great **perks** to pick up if you favor shotguns.

M133	
Cost	$1,380
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	7
Maximum Ammo	31
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
3	7	4	2	5

M133 M	
Cost	$1,550
Unlocked	Gain two levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	7
Maximum Ammo	31
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
3	7	4	2	5

M133 MS	
Cost	$1,770
Unlocked	Gain seven levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	7
Maximum Ammo	31
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
2	7	3	2	5

SBS	
Cost	$2,100
Unlocked	Gain four levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	2
Maximum Ammo	26
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	7	5	2	4

SPAS-12	
Cost	$2,300
Unlocked	Gain seven levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	7
Maximum Ammo	31
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
3	7	4	4	5

M133 "THE GRAND SLAM"	
Cost	$3,600
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	7
Maximum Ammo	31
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
3	7	3	2	5

SBS "THE FARMHAND"	
Cost	$3,600
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	2
Maximum Ammo	26
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	7	5	2	4

SPAS-12 "FLAMEOUT"	
Cost	$7,200
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Shotgun, Incendiary, Slug
Clip Size	7
Maximum Ammo	31
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
3	7	4	4	5

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Arsenal

Submachine Guns

These submachine guns are more powerful than those found in the sidearm section. They have greater range and can be more readily customized using attachments. SMGs unload their clips very rapidly when placed in full auto mode, which is great for taking down opponents at short to medium range, particularly while using armor-piercing rounds. Some of these weapons come with mods already attached, like the MP4SD, which comes with a suppressor. In addition, the MP40 has extremely low weapon sway during full auto mode. However, it is some time before you can access these two weapons.As with **shotguns**, both Weapons Pro and Tactical Ammo Bag are great **perks** to grab if you favor this weapon type.

MP5K	
Cost	$0
Unlocked	Ubisoft Club
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	24
Maximum Ammo	120
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	4	5	8	7

MP5	
Cost	$2,150
Unlocked	Gain one level of Resistance in any of the three regions.
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	24
Maximum Ammo	120
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	4	5	8	6

MP5SD	
Cost	$2,400
Unlocked	Gain eight levels of Resistance, in total, from any of the three regions.
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	24
Maximum Ammo	120
Attachments	Scopes, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	4	5	8	6

MP40	
Cost	$2,625
Unlocked	Gain four levels of Resistance, in total, from any of the three regions.
Modes	Full Auto
Ammo Types	SMG, Armor-Piercing
Clip Size	32
Maximum Ammo	128
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	4	5	5	6

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Arsenal
Rifles

Rifles are the most common weapon in the game, and you'll find a huge number of them. Enemies drop more rifle ammo than other types, so utilizing a rifle makes a great deal of sense for sustainability. These weapons are easily customizable to be very effective at all ranges.Rifle Mastery is a must-have for anyone who favors this weapon type, especially when using them as long-range weapons, due to the improved aiming time and sway reduction. The Rifle Ammo Bag perk is great for increasing your maximum capacity for rifle ammo.

AR-C

Cost	$1,000
Unlocked	Purchased
Modes	Single Shot, 3 Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	30
Maximum Ammo	150
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	4	5	8	5

45/70

Cost	$2,070
Unlocked	Gain one level or resistance in any region.
Modes	Single Shot
Ammo Types	Rifle, Armor-Piercing
Clip Size	4
Maximum Ammo	124
Attachments	Scopes, Suppressors

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	7	6	5	5

MS16

Cost	$2,450
Unlocked	Gain two levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Rifle, Armor-Piercing
Clip Size	15
Maximum Ammo	135
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	5	6	6	5

45/70-T

Cost	$2,240
Unlocked	Gain three levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Rifle, Armor-Piercing
Clip Size	4
Maximum Ammo	124
Attachments	Scopes, Suppressors

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	7	6	5	5

MS16 TROOPER

Cost	$2,650
Unlocked	Gain three levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Rifle, Armor-Piercing
Clip Size	15
Maximum Ammo	135
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	5	6	6	5

AK-47

Cost	$2,600
Unlocked	Gain five levels of Resistance, in total, from any of the three regions.
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	30
Maximum Ammo	150
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	5	5	5

AK-M

Cost	$2,875
Unlocked	Gain six levels of Resistance, in total, from any of the three regions.
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	30
Maximum Ammo	150
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	5	5	5

AR-C "THE SHARK"

Cost	$7,200
Unlocked	Purchased
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	30
Maximum Ammo	150
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	4	5	8	5

AK-MS "THE WHITETAILER"

Cost	$7,200
Unlocked	Purchased
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	30
Maximum Ammo	150
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	5	5	5

AK-MS "WARRIOR"

Cost	$7,200
Unlocked	Purchased
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	30
Maximum Ammo	150
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	6	5	5	5

45/70 "FALL'S GHOST"

Cost	$3,600
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Rifle, Armor-Piercing
Clip Size	4
Maximum Ammo	124
Attachments	Scopes, Suppressors

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	7	6	5	5

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Arsenal

Sniper Rifles

Sniper **rifles** excel at long-range **combat** and always come equipped with a standard scope that can typically be upgraded. Make it a priority to purchase one of the most expensive scopes, as it will vastly improve your performance with these weapons. However, one of the drawbacks is that they are very cumbersome to use at close range and take a long time to reload. If you enjoy finding the perfect spot and picking off your enemies from afar, and your motto is one shot, one kill, any of these weapons will serve you well. As with the **rifles**, useful **perks** include the Rifle Ammo Bag and Rifle Mastery.

AR-CL	
Cost	$2,000
Unlocked	Purchase
Modes	Single Shot, 3 Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	10
Maximum Ammo	130
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	5	6	5	4

308 CARBINE	
Cost	$2,800
Unlocked	Gain three levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Rifle, Armor-Piercing
Clip Size	5
Maximum Ammo	125
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	6	7	3	4

MBP .50	
Cost	$2,900
Unlocked	Gain five levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	.50 Cal, Armor-Piercing
Clip Size	5
Maximum Ammo	15
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
8	8	8	3	3

SA-50	
Cost	$3,200
Unlocked	Gain six levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	.50 Cal, Armor-Piercing
Clip Size	8
Maximum Ammo	18
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	8	8	5	3

JACOB'S RIFLE	
Cost	$0
Unlocked	Defeat Jacob Seed.
Modes	Single Shot
Ammo Types	.50 cal, Armor-Piercing
Clip Size	5
Maximum Ammo	15
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
8	8	8	3	3

AR-CL "SHARKBITE"	
Cost	$7,200
Unlocked	Purchased
Modes	Single Shot, Three-Round Burst, Full Auto
Ammo Types	Rifle, Armor-Piercing
Clip Size	10
Maximum Ammo	130
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	5	6	5	4

308 CARBINE "OLD FLAME"	
Cost	$7,200
Unlocked	Purchased
Modes	Single Shot, Armor-Piercing
Clip Size	5
Maximum Ammo	125
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	6	7	3	4

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Arsenal

Machine Guns

Machine guns are good for only short to medium range, due to the massive amount of weapon sway when firing. However, their rate of fire and ammo capacity outclass any other weapon type and can quickly take down even the heaviest armored cultist. When they run out of ammo, it takes an extraordinary amount of time to reload another belt of ammo, so be ready to switch weapons if necessary. The best weapon to fight **heavy** weapon–wielding Peggies is a **heavy** weapon of your own.**Heavy** Weapons Mastery is an essential perk for the reload speed decrease alone. The **Heavy** Ammo Bag perk is also extremely desirable.

M60	
Cost	$2,750
Unlocked	Purchased
Modes	Full Auto
Ammo Types	LMG, Armor-Piercing
Clip Size	100
Maximum Ammo	260
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	7	7	5	3

M249	
Cost	$3,150
Unlocked	Gain four levels of Resistance, in total, from any of the three regions.
Modes	Full Auto, Armor-Piercing
Clip Size	80
Maximum Ammo	240
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	5	7	8	3

M249 “MILITIA”	
Cost	$7,200
Unlocked	Purchased
Modes	Full Auto
Ammo Types	LMG, Armor-Piercing
Clip Size	80
Maximum Ammo	240
Attachments	Scopes, Suppressors, Extended Magazine

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	5	7	8	3

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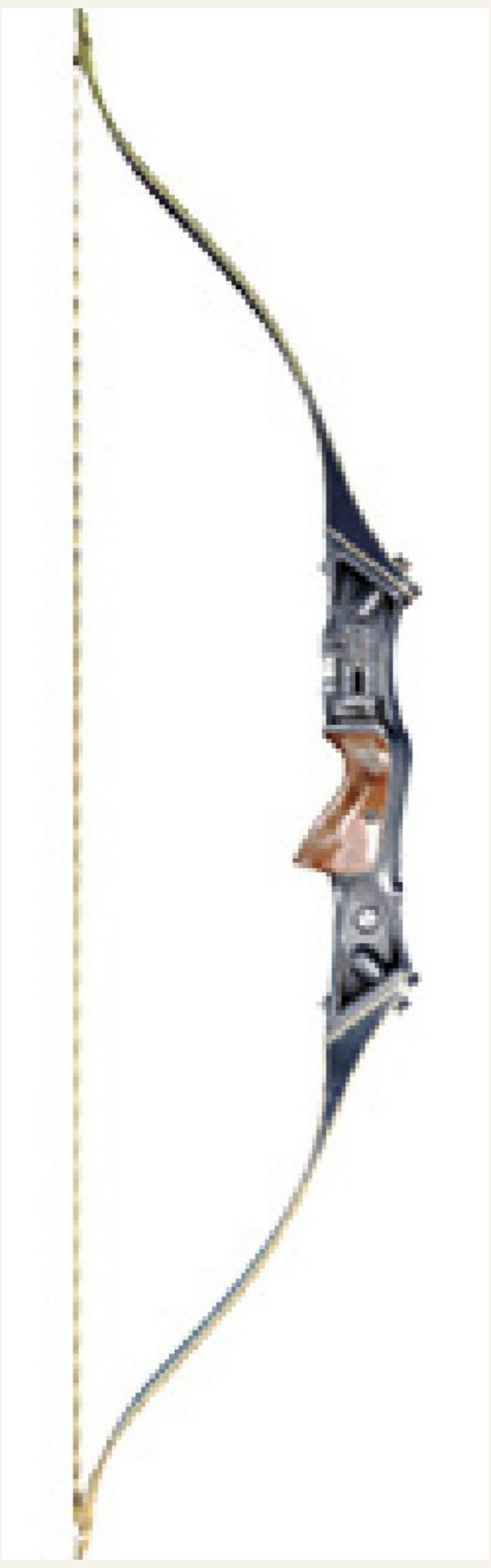
Arsenal

Bows



Bows are silent and very powerful, though they don't allow for a lot of ammo. They are perfect for stealth kills. While effective at any range, they are best used at medium to long range and have a variety of ammo types, such as explosive and incendiary arrowheads.The Primal Mastery perk, which lets you reload, aim, and switch bows faster, works well if you favor bows. Quiver allows you to carry more ammo, including incendiary and explosive arrows.

COMPOUND BOW	
Cost	$1,650
Unlocked	Purchased
Modes	Single Shot
Ammo Types	Arrow, Incendiary, Explosive
Clip Size	1
Maximum Ammo	13
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	7	6	5	5

SLINGSHOT	
Cost	$1,840
Unlocked	Gain one level of Resistance in any region.
Modes	Single Shot
Ammo Types	Rock, Incendiary, Explosive
Clip Size	1
Maximum Ammo	Infinite
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	6	6	6	6

RECURVE BOW	
Cost	$2,500
Unlocked	Gain five levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Clip Size	1
Maximum Ammo	13
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	7	7	6	5

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Arsenal

Launchers

Launchers are single-shot weapons capable of firing at extreme range, but the projectile moves slowly. Be sure your target is either unaware or at least not moving. While they are great for taking out multiple Peggies, these weapons are best used for destroying enemy **vehicles** and **aircraft**. With a small amount of ammo, you need to make each shot count.

The **Heavy** Ammo Bag perk increases the amount

of ammo you can carry. **Heavy** Weapon Mastery allows you to switch to this weapon much more quickly and reload faster. If you have excess Perk Points, it's great to pick up.

RPG-7	
Cost	$0
Unlocked	Found
Modes	Single Shot
Ammo Types	Rocket Launcher, Cluster, Incendiary Cluster
Clip Size	1
Maximum Ammo	4
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	9	8	1	2

RAT4	
Cost	$3,250
Unlocked	Gain four levels of Resistance, in total, from any of the three regions.
Modes	Single Shot
Ammo Types	Rocket Launcher, Cluster, Incendiary Cluster
Clip Size	1
Maximum Ammo	4
Attachments	Scopes

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	9	8	1	2

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Arsenal

Special Weapons

Special weapons is a small category containing only two very special weapons and one tool: the flamethrower, magnopulser, and repair torch. The flamethrower works at only extremely short range but is great for panicking enemies and predators if they sneak up on you. Use this weapon with caution, as they can easily catch on fire and engulf you in flames. The **Heavy** Ammo Bag and the **Heavy** Weapon Mastery **perks** are great choices.

The Magnopulser is a unique weapon with infinite ammo. It knocks down enemies and can sometimes even disintegrate them.

REPAIR TORCH	
Cost	4 Perk Points
Unlocked	Purchased
Modes	Continuous
Ammo Types	N/A
Clip Size	N/A
Maximum Ammo	N/A
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
8	5	1	5	5

FLAMETHROWER	
Cost	$2,300
Unlocked	Purchased
Modes	Continuous
Ammo Types	Fuel
Clip Size	100
Maximum Ammo	300
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	8	4	6	5

MAGNOPULSER	
Cost	$0
Unlocked	Earn this weapon by completing the Out of This **World** mission at Parker Laboratories in Holland Valley.
Modes	Single Shot, Full Auto
Ammo Types	Microwaves
Clip Size	4
Maximum Ammo	Infinite
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	0	4	5	5

FLAMES ON FLAMES	
Cost	$3,600
Unlocked	Purchased
Modes	Continuous
Ammo Types	Fuel
Clip Size	100
Maximum Ammo	300
Attachments	None

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	8	4	6	5

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Arsenal

Throwables

These weapons range from throwing knives to remotely detonated proximity explosives. They have a very limited carrying capacity, and most of them can be crafted when you bring up the **Weapon Wheel**. Those you can't craft you can buy in any store, once you purchase the Black Market perk. The Throwables **Bag** perk lets you carry more explosives, throwing knives, and bait. The Master Blaster perk is useful, too, as it requires fewer components to craft explosives. However, you must complete the Razing the Steaks mission in Holland Valley to access it.

MOLOTOV	
Cost	$45
Unlocked	Start of Game
Crafting Ingredients Required	2x Fasteners, 2x Liquor
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	8	5	2	2

REMOTE EXPLOSIVE	
Cost	$50
Unlocked	Start of Game
Crafting Ingredients Required	2x Blasting Cap, 2x Fasteners, 2x Nitro
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
9	9	4	4	4

PROXIMITY EXPLOSIVE	
Cost	$20
Unlocked	Start of Game
Crafting Ingredients Required	2x Blasting Cap, 2x Casing, 2x Nitro
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
9	9	4	4	4

THROWING KNIVES	
Cost	$20
Unlocked	Start of Game
Crafting Ingredients Required	None
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	6	7	4	4

SMOKE GRENADE	
Cost	$20
Unlocked	Start of Game
Crafting Ingredients Required	None
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
5	0	6	4	4

BAIT	
Cost	$60
Unlocked	Start of Game
Crafting Ingredients Required	None
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
0	0	0	0	0

GRENADE	
Cost	$75
Unlocked	Start of Game
Crafting Ingredients Required	None
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	8	5	4	4

DYNAMITE	
Cost	$50
Unlocked	Start of Game
Crafting Ingredients Required	2x Casing, 2x Fasteners, 2x Nitro
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
6	7	5	4	4

PIPE BOMB	
Cost	$80
Unlocked	Start of Game
Crafting Ingredients Required	None
Carry Capacity	3

ACCURACY	DAMAGE	RANGE	RATE OF FIRE	HANDLING
7	9	5	4	4

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Arsenal

Consumables

If you consider yourself an amateur chemist, or just like to experiment with different substances, give these consumables a try to enhance your performance.

LIQUOR	
Cost	$0
Unlocked	Found
Crafting Ingredients Required	None
Carry Capacity	10

OREGANO	
Cost	$0
Unlocked	Found
Crafting Ingredients Required	None
Carry Capacity	10

THE FAST	
Cost	$0
Unlocked	Crafted. Enhanced version unlocked from Speed Kills mission (from Tweak in Henbane River).
Crafting Ingredients Required	2x Jimson Weed, 2x Bliss Oil
Carry Capacity	3
Effect	Increases your speed.

THE FURIOUS	
Cost	$0
Unlocked	Crafted. Enhanced version unlocked from The Fast and the Spurious mission (from Tweak in Henbane River).
Crafting Ingredients Required	2x Prairie Fire, 2x Bliss Oil
Carry Capacity	3
Effect	Increases your melee attack damage.

ULTIMATE HUNTER	
Cost	$0
Unlocked	Crafted. Enhanced version unlocked from the Dinner Time and Nature Provides **missions** (from Dr. Perkins and Bo in Whitetail Mountains).
Crafting Ingredients Required	2x Jimson Weed, 2x Mustard, 2x Prairie Fire
Carry Capacity	3
Effect	Automatically tag all animals in your sight, and predators flee.

ULTIMATE SURVIVOR	
Cost	$0
Unlocked	Crafted. Enhanced version unlocked from liberating the Green-Busch Fertilizer Co. cult outpost in Holland Valley.
Crafting Ingredients Required	2x Lupine, 4x Prickly Lettuce, 2x Bliss Oil
Carry Capacity	
Effect	Reduces incoming damage.

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Perks
Overview

An essential part to becoming a powerful character in *Far Cry 5* is the acquisition of **perks**. These abilities allow your character to gain unique benefits to help you on your travels throughout Hope County. The only way to obtain **perks** is to spend Perk Points. Gain these by finding Perk Magazines, which are hidden throughout the land, or by completing **challenges**. If you want to unlock as many **perks** as possible, you must explore every nook and cranny of Hope County.

When choosing which **perks** to get, you should consider your current situation, what weapons you like using, and what obstacles you lack the means to overcome. The following section details what each perk costs, a recommendation on when you should pick it up, and what it does to help you. Some **perks** have specific requirements you must accomplish first before they can be purchased, so be mindful of any prerequisites.

The fastest way to gain Perk Points is by completing **Prepper** Stash **missions**; discover these by talking to NPCs or by exploring Hope County. While you are doing that, be mindful of **challenges** so you can complete those at the same time.

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Perks

Survivalist

The Survivalist upgrade path has a variety of perks that are beneficial while traveling, hunting, fishing, and fighting. Even though these perks don't directly help you defeat the Eden's Gate cultists, they indirectly help you survive longer and perform better in this relatively untamed land.

HUMAN FISH

Perk Point Cost	1
Prerequisite	None
Available in Arcade	Yes
Details	You can swim faster and hold your breath underwater longer.

This perk may not seem like much, but it is essential for completing some missions and finding Prepper Stash locations. Human Fish is also useful for sneaking up on cultists near the shore. The longer you can hold your breath, the better your odds are of finding the perfect opportunity to strike. Due to its cheap cost, wait to purchase this perk until the situation actually calls for it.

FISHER KING

Perk Point Cost	4
Prerequisite	None
Available in Arcade	No
Details	Fish tire more quickly. Also unlocks new types of flies in the Fishing Rod slot of the Utility Wheel; use them for catching heavier fish.

Fishing in Hope County is a great way to earn Perk Points by completing challenges for catching each type of fish. Some areas are designated as (hard), meaning the fish are much larger here and require specific lures to catch them effectively. Until you are ready to beat the record for the largest fish caught in each category, you should reserve spending points on this perk.

REPAIR TORCH

Perk Point Cost	5
Prerequisite	None
Available in Arcade	Map maker's choice
Details	The Repair Torch is added to your Utility Wheel. Use it to stealthily open safes or to repair vehicles.

If you need a vehicle or if your favorite vehicle is about to fall apart, this is a great perk to have. The Repair Torch can quickly bring any damaged vehicle back to near pristine condition. Just don't try to do this while you're under fire since it must be equipped, and you must remain near the vehicle. In a pinch, you can use this perk to open locked safes if you don't already possess

the Locksmith perk. Pick up Repair Torch relatively early, so you're never stranded in the wild or frustrated while staring at a locked safe.

HARVEST MASTER

Perk Point Cost	8
Prerequisite	None
Available in Arcade	No
Details	Double your loot reward from plants and animals.

Gaining double the rewards from plants and animals has a very limited use, as the cap on these items is relatively low. However, using this perk is a great way to quickly max out your skins from animals or ingredients for crafting. Skins sell for a good amount of money, and if you are looking to make fast

cash, this perk helps facilitate that. This perk is recommended only if you find yourself constantly out of ingredients or extremely low on funds.

KING OF THE JUNGLE

Perk Point Cost	6
Prerequisite	None
Available in Arcade	Yes
Details	Reduced animal attack damage. Predators (except Judges) prioritize nearby enemies over you. Prey animals flee less from you.

If you want to hunt and gain money, or if you are just tired of animals ambushing you while fighting cultists, this is the perk for you. Some predators, such as bears or cougars, can inflict massive amounts of damage quickly, and this perk helps you just enough to possibly survive the encounter. In addition, being able to get close enough to prey while hunting gives you a greater chance to kill them before they flee. While useful, this perk should only be obtained after you get a few perks that help boost your preferred playstyle.

BLACK MARKET

Perk Point Cost	6
Prerequisite	None
Available in Arcade	No
Details	Craftable remote explosives, proximity explosives, Molotovs, pipe bombs, sticky upgrades, and special ammo are now available to buy at all shops.

Shops are a great place to make money, but they are also essential in preparing for the worst. Taking this perk unlocks new ammo and throwable weapon types, which are typically only available in the store. Being well stocked on explosives is important since the cultists use a lot of heavily weaponized vehicles against you. Even more important, though, is armor-piercing ammo for your weapons. Purchasing these options increases the likelihood that you

will quickly and effectively defeat the toughest cultists. Once you start fighting heavy and flamer cultists, make getting this perk a priority.

HEALTH BOOST 1

Perk Point Cost	6
Prerequisite	None
Available in Arcade	No
Details	Your maximum health is increased to 150%.

Having a greater health pool is always a good thing, in case you are taken by surprise or your body armor has been depleted. While the cost to gain this and the following Health Boost perks is high, it is great to pick up if you notice you are being taken down by enemies frequently.

HEALTH BOOST 2

Perk Point Cost	7
Prerequisite	Requires the Health Boost 1 perk.
Available in Arcade	No
Details	Your maximum health is increased to 200%.

By the time you have raised the Resistance level to 2 or more, you should have this and the previous Health Boost perk. The enemies you fight become better equipped and more dangerous, so having more health can be the difference between reaching cover or being downed.

HEALTH BOOST 3

Perk Point Cost	8
Prerequisite	Requires the Health Boost 2 perk and one Seed family member to be defeated.
Available in Arcade	No
Details	Your maximum health is increased to 250%.

This perk can only be obtained if you have raised the Resistance level in a region to the max and defeated one of the Seed family members. Having this much health gives you a more favorable outcome when hunting large predators or fighting cultist elite enemies.

HEALTH BOOST 4

Perk Point Cost	9
Prerequisite	Requires the Health Boost 3 perk and two Seed family members to be defeated.
Available in Arcade	No
Details	Your maximum health is increased to 300%.

This perk can only be obtained if you have raised the Resistance level to the max in two regions and defeated two Seed family members. The final Health Boost perk in this category is quite expensive, but it ensures you are ready for the deadliest fights available in Hope County.

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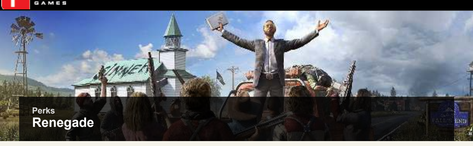

Perks

Renegade

⚠ The Renegade upgrade path has a variety of **perks** that are essential for quick **exploration**, weapon use, and manipulating the environment. These **perks** greatly affect your ability to fight the cultists with specific weapon types, including **vehicles**. Additionally, they change how you Fast-Travel around Hope County.

PARACHUTE

Perk Point Cost	1
Prerequisite	None
Available in Arcade	Map maker's choice
Details	Unlocks the parachute.

After you've unlocked multiple **locations** in the game, it becomes quite useful to Fast-Travel. Unlocking this perk allows you to air drop above the location instead of simply teleporting to it. This is a great way to explore new areas or high, hard-to-reach places. With some skill and a bit of luck, you can

even land on unsuspecting cultists, resulting in their immediate death, which contributes to the Death From Above challenge. Just be sure to open your chute before you get too close to the ground or the impact will kill you. Since this perk is relatively cheap and very useful, purchase it as soon as possible.

WINGSUIT

Perk Point Cost	4
Prerequisite	Requires the Parachute perk.
Available in Arcade	Map maker's choice
Details	Unlocks the wingsuit. Switch between parachute and wingsuit in midflight, allowing you to cover more distance.

Wingsuit is a great addition to the air drop Fast-Travel. You can use this perk to travel enormous distances quickly. It makes many **missions** easier when following the enemy, especially if they are in an **aircraft**. Fast-Travel isn't the only way in which the wingsuit or parachute can be activated. If you are in the air long enough, you can activate either of these **perks** to make a safe landing

or to quickly fly across the landscape. This perk is a great, cheap alternative to vehicle or foot travel; pick it up immediately after getting the Parachute perk.

AIR DROP

Perk Point Cost	10
Prerequisite	Wingsuit
Available in Arcade	No
Details	Unlocks the option to arrive by air drop when you fast travel.

Using the Air Drop perk grants you the ability to travel great distances by using your parachute and wingsuit. This is an extremely efficient method of traveling and exploring Hope County. Additionally, it is also a much safer way to travel, provided you remember to deploy your parachute before landing.

Another great advantage for using fast travel with air drop is the ability to land on otherwise inaccessible buildings, granting you a strategic advantage over your foes. The one downside of taking this perk is its extreme cost.

VEHICLE BUSTER

Perk Point Cost	7
Prerequisite	None
Available in Arcade	Yes
Details	Bullets will do more damage to **vehicles**. So let 'em have it!

Run out of explosives when trying to take out cultist **vehicles** but have tons of ammo? This perk gets rid of that problem. While any weapon that fires bullets can be used to take out **vehicles**, **machine guns** and mounted weapons are the best due to their extreme ammo capacity and fire rate.

Since this perk is very situational, don't pick it up early; it's better to just keep sufficient explosives on you or have the ability to craft them.

WEAPONS PRO

Perk Point Cost	6
Prerequisite	None
Available in Arcade	Yes
Details	Reload, aim, and switch SMGs and **shotguns** faster. Sway and bullet spread are reduced.

If you like using SMGs and **shotguns** more than other weapons, this is a great perk for you. Reducing the bullet spread and sway makes targeting vital **locations** much easier. While SMGs are quick to reload anyway, **shotguns** are not, and this perk helps reduce the reload time, significantly making the shotgun a more viable weapon. Grab this perk only if you intend to use either of these weapons exclusively or have an abundance of Perk Points to spend.

HEAVY WEAPONS MASTERY

Perk Point Cost	6
Prerequisite	None
Available in Arcade	Yes
Details	Reload, aim, and switch LMGs, **launchers**, and the flamethrower faster. Sway and bullet spread are reduced.

If you like using LMGs, **launchers**, and flamethrowers more than other weapons, this is a great perk for you. Reducing the bullet spread and sway makes targeting vital **locations** much easier, and the LMG has quite a bit of sway and bullet spread. Each weapon type in this category requires significant time to reload, making this perk essential if you want to use these weapons frequently. Grab this perk only if

you intend on using these weapons exclusively, have an abundance of Perk Points to spend, or are in the late game where **heavy** weapons are needed more frequently.

AUTO-REPAIR

Perk Point Cost	6
Prerequisite	None
Available in Arcade	Yes
Details	All **vehicles** you drive will automatically repair themselves and gain extra armor.

Tired of getting your vehicle blown up or getting out to fix it? If the answer is yes, then you will be very happy to have this perk. While this won't stop your vehicle from being destroyed from explosives, it will protect you from small-arms fire and most **machine guns**. Since there is no shortage of **vehicles** in the game and you aren't typically required to be in a vehicle most of the time, wait to pick up this perk midgame or when you have an excess of Perk Points.

RIFLE MASTERY

Perk Point Cost	7
Prerequisite	None
Available in Arcade	Yes
Details	Reload, aim, and switch **rifles** and **sniper rifles** faster. Sway and bullet spread are reduced.

If you like using **rifles** and **sniper rifles** more than other weapons, this is a great perk for you. Reducing the bullet spread and sway makes targeting vital **locations** much easier. **Sniper rifles** gain a significant boost to reduce sway and reload times, which are critical for this weapon type. Sniping enemies from afar or running and gunning with the plethora of **rifles** available in the game

make this perk more useful than the others of its type. Additionally, since these weapon types have more options available in the early game, it makes for a great early pick to significantly boost your performance against enemies.

SABOTEUR

Perk Point Cost	7
Prerequisite	None
Available in Arcade	Yes
Details	Approach a vehicle's hood to set it on fire and make it explode 10 seconds later.

This perk is highly situational and is only useful when the enemy has not detected you or it is a **heavy**-weapons vehicle and you're out of explosives to use on it. However, if you want to take out patrolling enemies and you time it just right, you can create a great distraction while lowering the number of enemies you face. Be careful, though—once it's triggered, it destroys the

vehicle, killing everyone on or near it, including you, so quickly run to cover before it explodes. Unless you like playing a cat-and-mouse game with the enemy or just like to see stuff explode, save this perk until after you've gained other essential **perks**

BOOBY TRAP

Perk Point Cost	7
Prerequisite	Saboteur
Available in Arcade	Yes
Details	Approach a vehicle's hood and make it explode on the next collision.

An extension of the Saboteur perk, this is also highly situational but can be quite fun. While sabotaging a vehicle a cultist will get into can be hilarious, the real strength of this perk comes from its other ability, which happens on collision. Simply arm the vehicle and drive it at full speed toward a horde of

enemies, or **heavy**-weapons vehicle, and dive out at the last minute. The ensuing destruction is well worth the cost, and since there is always a good number of **vehicles** around, you have a lot of potential weapons. This perk is expensive since you need its prerequisite, so take it only after gaining other essential **perks** and its way of inflicting damage is of limited use.

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Perks

Assassin

The Assassin upgrade path has a variety of **perks** that increase your ability to traverse the terrain, sneak, fight more effectively with your hands and more mundane weapons, and craft. These **perks** offer the stealthy player a ton of options and greatly affect your ability to **assault** **cult outposts** without raising suspicion. If all else fails and ammo is low, you'll find you're more than a match in unarmed **combat**.

GRAPPLE

Perk Point Cost	1
Prerequisite	None
Available in Arcade	Map maker's choice
Details	Unlock the grapple tool. Find grapple spots in the **world** to climb up and down quickly.

There are many **locations** in the **world** you must grapple to. Additionally, there are **missions** and **Prepper** Stashes that you can't complete unless you have this perk. Due to Grapple's cheap cost and extreme usefulness, take this as soon as possible.

NIMBLE FINGERS

Perk Point Cost	4
Prerequisite	None
Available in Arcade	Yes
Details	It is now quicker to craft items, sabotage or booby-trap **vehicles**, disable alarms, and open safes with a Repair Torch.

The Nimble Fingers perk affects a variety of other **perks**, decreasing the required time to perform their action. A careful planner won't find much use for this perk even though it is quite helpful. However, the ability to reduce the time required to disarm an alarm at a cult outpost is extremely useful. Since alarms should be disabled first, if possible, this reduces the chance a patrol

will spot you while you're disarming. If you're interested in gaining more rewards for silently eliminating all cultists and disarming all alarms at a cult outpost, then this perk is an essential early pick.

SNEAKY SPRINT

Perk Point Cost	4
Prerequisite	None
Available in Arcade	Yes
Details	Move much faster while still staying crouched.

Takedowns are one of the most powerful and effective ways of killing cultists. With Sneaky Sprint, you can more easily catch up to unaware cultists without being spotted, making a stealth takedown much more likely. It is also useful for traversing open areas between patrolling cultists without being spotted.

This is a cheap perk to get; grab it early if you intend to **assault** **cult outposts** without raising alarms.

MASTER BLASTER

Perk Point Cost	5
Prerequisite	Complete the Razing the Steaks quest in Holland Valley.
Available in Arcade	No
Details	The number of components needed to craft remote and proximity explosives is reduced by 50%.

If you like using remote and proximity explosives, this is an essential perk to take. The ability to craft these explosives for half the cost means it is easier to stay fully stocked. Getting this perk early requires you to visit Zip Kupka's Ranch, which is located in southeastern Holland Valley. Once there, you must complete a couple of **missions** for Zip before this perk becomes available to purchase.

TAKEDOWN MASTERY

Perk Point Cost	6
Prerequisite	None
Available in Arcade	No. Takedowns in Arcade are preset for all players.
Details	Unlocks chain, melee-throw, and sidearm takedowns in the campaign and arcade. Takedown range is increased in the campaign only.

Takedown Mastery is a fun and efficient way to eliminate numerous enemies that are grouped close together. Taking this perk opens three options for additional takedowns after the first takedown kill. With chain takedowns, you can quickly eliminate cultists with just your hands if they are really close together. Melee Throw takedown allows for a little more distance but you

must have an available melee weapon in your inventory to trigger this option. Pistol takedowns allow you to quickly kill multiple cultists within short range, if you have a loaded pistol. Don't take this perk early; it requires quick reflexes and good situational awareness to use effectively

PRIMAL MASTERY

Perk Point Cost	6
Prerequisite	None
Available in Arcade	Yes
Details	You can reload, aim, and switch **bows** and slingshots faster.

If you like using **bows** and slingshots more than other weapons, this is a great perk for you. Reducing the weapon sway makes targeting vital **locations** much easier. While the slingshot is not an ideal weapon to use against enemies, the bow is and can be quite powerful in the right hands. **Bows**

can kill cultists silently, which is especially useful when clearing **cult outposts**. You can get a composite bow almost immediately in the campaign. If you like turning the cultists into your prey, pick up this perk very early.

CLOSE-COMBAT MASTERY

Perk Point Cost	6
Prerequisite	None
Available in Arcade	Yes
Details	**Melee weapons** are more sturdy and efficient. Reload, aim, and switch handguns faster. Sway and bullet spread are reduced.

If you like using **melee weapons** and handguns more than other weapons, this is a great perk for you. Reducing the bullet spread and sway of pistols makes targeting vital **locations** much easier. Most pistols are quick to reload, but this perk makes them super-fast, meaning you are always ready to blast the enemy (if you have ammo). Additionally, Close-**Combat** Mastery increases

the durability and damage of any melee weapon, which is great when ammo is running low. Since pistols and **melee weapons** are quite numerous, this is a great perk to purchase after getting some of the initial **Survivalist** and **Renegade** **perks**.

LOCKSMITH

Perk Point Cost	6
Prerequisite	None
Available in Arcade	No
Details	Stealthily lockpick safes and doors that do not require a key card.

Locksmith is an amazing tool if you don't want to explore areas to find keys for doors, hate wasting explosives on safes, or don't have the Repair Torch perk. This perk, coupled with Nimble Fingers, will have you opening doors and safes quickly and quietly. Safes and locked doors typically lead to a

decent amount of cash, weapons, or Perk Magazines; with Locksmith, you can be sure you won't miss any of these valuable goods. This perk is extremely useful for the sneaky player and should be picked up as soon as possible.

THROWBACK

Perk Point Cost	7
Prerequisite	None
Available in Arcade	Yes
Details	Throw back incoming projectiles like grenades and dynamite when they are near you.

An extremely situational perk, Throwback is only useful if the enemy throws grenades or dynamite at you. Typically, most foes in the campaign just assail you with either **melee weapons** or bullets, with the occasional flamethrower or RPG thrown in for fun. However, if you are low on grenades, and one is thrown near you, you can turn the tables on your would-be killer. Don't get

this perk unless you have all the **perks** that are recommended as early picks or you have a surplus of Perk Points.

GHOST

Perk Point Cost	7
Prerequisite	None
Available in Arcade	Yes
Details	You make less noise when walking, sprinting, and landing. Falling damage is also reduced.

Ghost is a great perk to pick for players who enjoy sneaking up on enemies and using a takedown to silently kill them. It is also a great perk to have when attempting the Death From Above challenge; if you miss, you won't be harmed much—unless, of course, you attempted it in your wingsuit! Ghost gives you a greater chance of not being detected by cultist patrols; this is

extremely useful when trying to disarm alarms at cultist outposts. This perk is well worth the cost to get early since silently liberating outposts grants bonus income, which is extremely useful in the early game.

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Perks

Prepper

The Prepper upgrade path has a variety of **perks** that increase your carrying capacity of ammo, **throwables**, and weapon slots. These are very useful early on for players who want to fight with specific types of weapons. Everything in this upgrade path directly affects your longevity during **combat** and your versatility to overcome any situation. However, each of these **perks**, besides the first, is very expensive.

CLOSE-COMBAT GEAR BAG

Perk Point Cost	1
Prerequisite	None
Available in Arcade	Yes
Details	Carry more handgun ammo and **melee weapons**.

The Close-**Combat** Gear Bag increases the maximum capacity of your pistol ammo by 40 and your **melee weapons** by 6. This is the cheapest of the Prepper **perks**; take it as soon as possible to ensure you always have a backup weapon with lots of ammo or uses.

JOURNEY PACK

Perk Point Cost	7
Prerequisite	None
Available in Arcade	Yes
Details	Carry more items in your inventory, including up to five medkits.

The Journey Pack increases the maximum capacity of each homeopathic by two. With the added bonus of carrying more medkits, this perk is a great pick for those who gain an edge in **combat** through medicinal means. Since this perk is expensive, don't prioritize it early in the campaign unless you are constantly burning through your medkits and still falling short.

TACTICAL AMMO BAG

Perk Point Cost	8
Prerequisite	None
Available in Arcade	Yes
Details	Carry more SMG and shotgun ammo.

The Tactical Ammo Bag increases the maximum capacity of your SMG ammo by 120 and your shotgun ammo by 28. This is an expensive perk, so take it only if you intend on using either of these weapon types frequently or have a surplus of Perk Points to spend.

QUIVER

Perk Point Cost	8
Prerequisite	None
Available in Arcade	Yes
Details	Carry more normal, incendiary, and explosive arrows.

The Quiver increases the maximum capacity of your arrows by 12 and your explosive and incendiary arrows by 3 each. Explosive and incendiary arrows are a great way to take out **heavy** targets and **vehicles**. Since this is a very expensive perk, take it only if you intend on using either bow almost exclusively or you have a surplus of Perk Points to spend.

RIFLE AMMO BAG

Perk Point Cost	9
Prerequisite	None
Available in Arcade	Yes
Details	Carry more rifle and .50-cal ammo.

The Rifle Ammo Bag increases the maximum capacity of your rifle ammo by 150 and your .50-cal ammo by 15. This is an expensive perk but well worth the cost, considering the power of the .50-cal weapons and the sheer availability of **rifles** throughout the campaign. If you've already grabbed some

essential **exploration** **perks** and you're frequently running low on rifle and .50-cal ammo, you should grab this perk.

THROWABLES BAG

Perk Point Cost	9
Prerequisite	None
Available in Arcade	Yes
Details	Carry more explosives, throwing knives, and bait.

The **Throwables** Bag increases the maximum capacity of Molotovs, remote and proximity explosives, throwing knives, smoke grenades, bait, grenades, dynamite, and pipe bombs by three. This perk, coupled with Master Blaster is a great way to lay waste to even the largest **heavy**-weapons convoys the

cultists can throw at you. As an added bonus, it grants additional bait usage for luring predators to enemies. The damage potential this perk offers outweighs its high cost. However, no need to pick it up until you've increased the Resistance level in areas and tougher enemies start **hunting** you.

SPECIAL AMMO BAG

Perk Point Cost	9
Prerequisite	None
Available in Arcade	Yes
Details	Carry more armor-piercing and incendiary ammo.

The Special Ammo Bag increases the maximum capacity of armor-piercing ammo for pistols by 16, SMGs by 48, **rifles** by 60, .50-cal by 10, LMGs by 160, **shotguns** by 14, and RPGs by 2. It also increases the maximum capacity of incendiary ammo for **shotguns** by 14, grenade **launchers** by 28, and RPGs by

2. Increased armor-piercing and incendiary ammo is an excellent way to take out cultists using **heavy** weapons. However, to gain any use from this skill, you must first unlock Black Market in the **Renegade** upgrade path. The Special Ammo Bag is one of the most expensive **perks** available, especially considering that its prerequisite costs an additional 5 Perk Points. Grab this Perk only if you're having a difficult time with armored and elite enemies or have a surplus of Perk Points to spend.

HEAVY AMMO BAG

Perk Point Cost	9
Prerequisite	None
Available in Arcade	Yes
Details	Carry more LMG, flamethrower, rocket launcher, and grenade launcher ammo.

The **Heavy** Ammo Bag increases the maximum capacity of your ammo for LMGs by 240, flamethrowers by 300, rocket **launchers** by 4, and grenade **launchers** by 8. This is a very expensive perk, for good reason—these weapons are some of the most destructive you'll find in the campaign. Don't get this perk until you have rounded out your character with **perks** from the **Survivalist**, **Renegade**, and **Assassin** upgrade paths.

ADDITIONAL HOLSTER

Perk Point Cost	8
Prerequisite	None
Available in Arcade	Map maker's choice
Details	Carry a third weapon of any type in your **Weapon Wheel**.

Additional Holster allows you to carry an additional weapon. The more weapons you carry of different ammo types, the more dangerous you become. After getting your initial **exploration** **perks**, seriously consider saving up for this perk; it is one of the biggest upgrades your character can receive in damage potential.

WEAPONS COLLECTOR

Perk Point Cost	9
Prerequisite	Requires the Additional Holster perk and one Seed family member to be defeated.
Available in Arcade	Map maker's choice
Details	Carry a fourth weapon of any type in your **Weapon Wheel**.

Weapons Collector is an upgrade to Additional Holster and grants you a fourth slot for any weapon. This perk is amazing like its predecessor, because versatility is the key to survival in Hope County. Unfortunately, you must also defeat at least one member of the Seed family as an additional requirement before you can access this perk. The good news is, you probably won't need that fourth slot until that happens anyhow.

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Perks
Leader

The Leader upgrade path is straightforward. These **perks** help reduce the time required for specialists and fighters to return to duty after they've been injured. If you hate being alone or need your favorite gun for hire with you as much as possible, this is the upgrade path for you.

BOOMER	
Perk Point Cost	4
Prerequisite	Requires the Man's Best Friend mission to be completed in Holland Valley.
Available in Arcade	No
Details	Boomer returns faster after being injured.

Boomer is an excellent scout who does not arouse suspicion from cultists. So, if you don't want to spend time tagging enemies around an entire area with your **binoculars**, and Boomer is one of your favorite **fangs for hire**, this perk is an excellent choice to take early.

SHARKY	
Perk Point Cost	4
Prerequisite	Requires the Burn, Baby, Burn mission to be completed in Henbane River.
Available in Arcade	No
Details	Sharky returns faster after being injured.

Sharky is great for keeping melee attackers away since he just lights them on fire; this comes in handy when fighting Angels. Just be careful, as terrain that catches on fire can also hurt you. If you are fighting in the Henbane River region or just like Sharky's winning personality, you should grab this perk after unlocking this gun for hire.

PEACHES	
Perk Point Cost	4
Prerequisite	Requires the Here Kitty, Kitty mission to be completed in Henbane River.
Available in Arcade	No
Details	Peaches returns faster after being injured.

Peaches is an excellent **assassin** if you tend to stick to the wilderness instead of the roads. So, if you enjoy the stealthy approach, or you just think a murderous mountain lion as a pet is awesome, grab this perk after unlocking this fang for hire.

JESS	
Perk Point Cost	4
Prerequisite	Requires the A Dish Served Cold mission to be completed in Whitetail Mountains.
Available in Arcade	No
Details	Jess returns faster after being injured.

Jess is an excellent huntress but is far more powerful in the wilderness, since animals are not aggressive toward her. If you need a silent **assassin** on your team that is extremely difficult to detect, or if you prefer the wildlands to the road, grab this perk after unlocking this gun for hire.

GRACE	
Perk Point Cost	4
Prerequisite	Requires the Grace Under Fire mission to be completed in Holland Valley.
Available in Arcade	No
Details	Grace returns faster after being injured.

Grace is an amazing sniper who instills terror in her enemies. Commanding her to immediately take out the most dangerous opponents from a safe distance is quite powerful. So, if you need someone to pull off the perfect shot or just enjoy Grace's company, grab this perk after unlocking this gun for hire.

HURK	
Perk Point Cost	4
Prerequisite	Requires The Prodigal Son quest to be completed in Whitetail Mountains.
Available in Arcade	No
Details	Hurk returns faster after being injured.

Hurk may not be firing on all cylinders, but he can sure make things go boom. Laying waste to tightly packed enemies or **vehicles** with his RPG makes Hurk a very powerful companion. So, if you don't want to bother with explosive weapons, or if you like seeing massive explosions everywhere, grab this perk after unlocking this gun for hire.

NICK RYE	
Perk Point Cost	4
Prerequisite	Requires the Wingman quest to be completed in Holland Valley.
Available in Arcade	No
Details	Nick Rye returns faster after being injured.

Nick is a great asset to have when fighting fortified enemies or **heavy**-weapons **vehicles**. However, he is no match for the Chosen cultist pilots. So, if you like calling in air support and don't plan on spending much time in the woods, this is a great perk to get after unlocking this gun for hire.

ADELAIDE	
Perk Point Cost	4
Prerequisite	Requires the Friendly Skies quest to be completed in Henbane River.
Available in Arcade	No
Details	Adelaide returns faster after being injured.

Adelaide is extremely useful since she brings a fully armed helicopter once she is called upon. Whether you want her to use it or have her land so you can take over, the extra firepower is always useful. If you like unleashing fire and fury upon your enemies from above, or need a helicopter to avoid difficult terrain, grab this perk after unlocking this gun for hire.

CHEESEBURGER	
Perk Point Cost	4
Prerequisite	Requires the A Right to Bear Arms quest to be completed in Whitetail Mountains.
Available in Arcade	No
Details	Cheeseburger returns faster after being injured.

Cheeseburger is an excellent distraction and damage dealer. This bear diverts enemy fire from you to him, while making short work of nearby cultists. If you always dreamed of having a bear for a friend, or simply want to watch cultists get mauled for their atrocities, grab this perk after unlocking this fang for hire.

LEADERSHIP	
Perk Point Cost	6
Prerequisite	Must hire three unique specialists.
Available in Arcade	No
Details	Unlock an additional slot in your squad to let you play with two **guns for hire** in the campaign.

At the start of the campaign, you may have only one active specialist or fighter. Unlocking this perk grants you an additional active gun for hire. You must unlock this perk first; it is quite easy to get since unique fighters count toward the requirement. Having two companions fighting with you is extremely powerful, so get this perk as early as possible to considerably increase your firepower.

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Vehicles
Overview

Dealing with the cult takes you all over Hope County, and driving around in style is half the fun. *Far Cry 5* offers a ton of vehicle options that do a lot more than just get you from Point A to Point B. Many you can just purchase, but others you need to find in the **world** or earn by completing **missions**.

Some of the vehicles that you can purchase can also be found abandoned or driven by others, but once you climb in or commandeer them, you can drive them. However, to own them and customize them, you must purchase vehicles from the shop.

Many vehicles you purchase are customizable. You can purchase various paint jobs and even add a fun bobblehead to your dash.

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2008 Kimberlite Starvia

COST	$1,200
WEAPONIZED	No
UNLOCKED	Purchased

1959 Hayot Stryvo 250

COST	$1,575
WEAPONIZED	No
UNLOCKED	Purchased

2004 Hayot ZIP-R

COST	$1,125
WEAPONIZED	No
UNLOCKED	Purchased

1970 Zugaglia XS-2

COST	$1,440
WEAPONIZED	No
UNLOCKED	Purchased

1987 Pygmyfoot Rowlag

COST	$0
WEAPONIZED	No
UNLOCKED	This vehicle is unlocked after liberating the King's Hot Springs Hotel outpost in the Henbane River region.

1967 Kimberlite ZT

COST	$1,650
WEAPONIZED	No
UNLOCKED	Purchased

2002 Kimberlite S

COST	$1,725
WEAPONIZED	No
UNLOCKED	Purchased

1956 Pygmyfoot Comet-R

COST	$1,650
WEAPONIZED	No
UNLOCKED	Purchased

1973 Pygmyfoot 535

COST	$0
WEAPONIZED	No
UNLOCKED	Earn this vehicle by completing the Getaway Prosper Stash at McCullough's Garage in the Henbane River region.

"The Bootlegger"

COST	$3,500
WEAPONIZED	Yes
UNLOCKED	Purchased

"Bump N Grind"

COST	$3,600
WEAPONIZED	No
UNLOCKED	Purchased

American Muscle Car

COST	$0
WEAPONIZED	No
UNLOCKED	Start of Game

Hope County's Muscle

COST	$0
WEAPONIZED	No
UNLOCKED	Go to the Ubisoft application.

"Uncle Sam"

COST	$0
WEAPONIZED	No
UNLOCKED	Earn this vehicle by completing the Clutch Noon challenge Baptism of Fire, at the Reservoir Construction Yard in Holland Valley.

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Vehicles
Recreational

Funaki E-716

COST	$1,100
WEAPONIZED	No
UNLOCKED	Purchased

2018 Polaris RZR

COST	$2,000
WEAPONIZED	No
UNLOCKED	Purchased

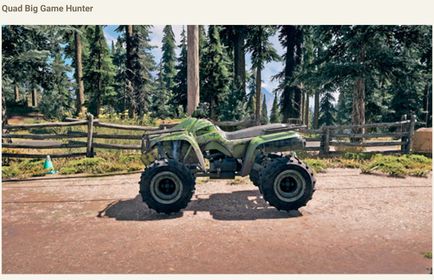
2018 Polaris RZR XP Edition

COST	$2,300
WEAPONIZED	No
UNLOCKED	Purchased

"Quad-State Area"

COST	$0
WEAPONIZED	No
UNLOCKED	Earn this vehicle by completing the Clutch Nixon mission The Mooseknuckle Runt, in the Whitetail Mountains region.

Quad Big Game Hunter



COST	$0
WEAPONIZED	No
UNLOCKED	Start of Game

"Bailout"

COST	$0
WEAPONIZED	No
UNLOCKED	Earn this vehicle by completing the Clutch Nixon mission The Mooseknuckle Runt, in the Whitetail Mountains region.

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Vehicles

Trucks and Vans

2011 Kimberlite 4WD

COST	$1,770
WEAPONIZED	No
UNLOCKED	Purchased

2012 Zugspitz Scavenger

COST	$2,050
WEAPONIZED	No
UNLOCKED	Purchased

2014 Adjudico Mastodon XZT

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing the Grill Streak mission in Whitetail Mountains.

2010 Hierarch V200

COST	$1,725
WEAPONIZED	No
UNLOCKED	Purchased

1981 Kimberlite K150

COST	$1,930
WEAPONIZED	No
UNLOCKED	Purchased

1981 Pygmalion Hillside 1600

COST	$1,950
WEAPONIZED	No
UNLOCKED	Purchased

1981 Pygmalion Hillside 1600-M

COST	$2,250
WEAPONIZED	No
UNLOCKED	Purchased

2012 Kimberlite TCZ

COST	$1,700
WEAPONIZED	No
UNLOCKED	Purchased

2012 Kimberlite TC6 M-Duty

COST	$2,180
WEAPONIZED	No
UNLOCKED	Purchased

2011 Kimberlite 4WD XL

COST	$7,200
WEAPONIZED	No
UNLOCKED	Purchased

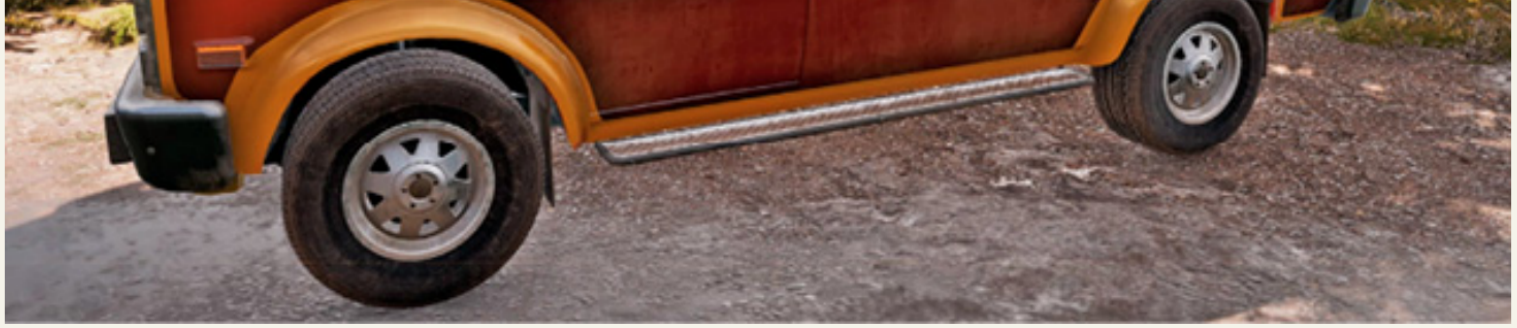
Nancy

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing the Make Hope Great Again mission in Whitetail Mountains.

“The Death Wish”

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing The Death Wish mission in Holland Valley.

1989 Hierarch Wanderer



COST	$7,200
WEAPONIZED	No
UNLOCKED	Purchased

Doomsday Prepper Van

COST	$70
WEAPONIZED	No
UNLOCKED	Start of Game

1979 Kimberlite K150 (M60)

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

1979 Kimberlite K150 (M2)

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

1981 Pygmalion Hillside 1600 (M60)

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

2012 Kimberlite TCZ-M (.50 CAL)

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

2012 Kimberlite TCZ Custom Paint

COST	$0
WEAPONIZED	No
UNLOCKED	This vehicle is found by completing the Man Cave **Prepper** Stash in Holland Valley.

1981 Pygmalion Hillside 1600-M (.50 CAL)

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

The Roskam Bros

COST	$7,200
WEAPONIZED	No
UNLOCKED	Purchased

2012 Kimberlite TC6 M-Duty “Outlaw”

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by liberating the **Copperhead Rail Yard** outpost in Holland Valley.

Outlaw Truck

COST	$0
WEAPONIZED	No
UNLOCKED	Start of Game

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Vehicles
Heavy

2009 Hierarch FT-100

COST	$1,150
WEAPONIZED	No
UNLOCKED	Purchased

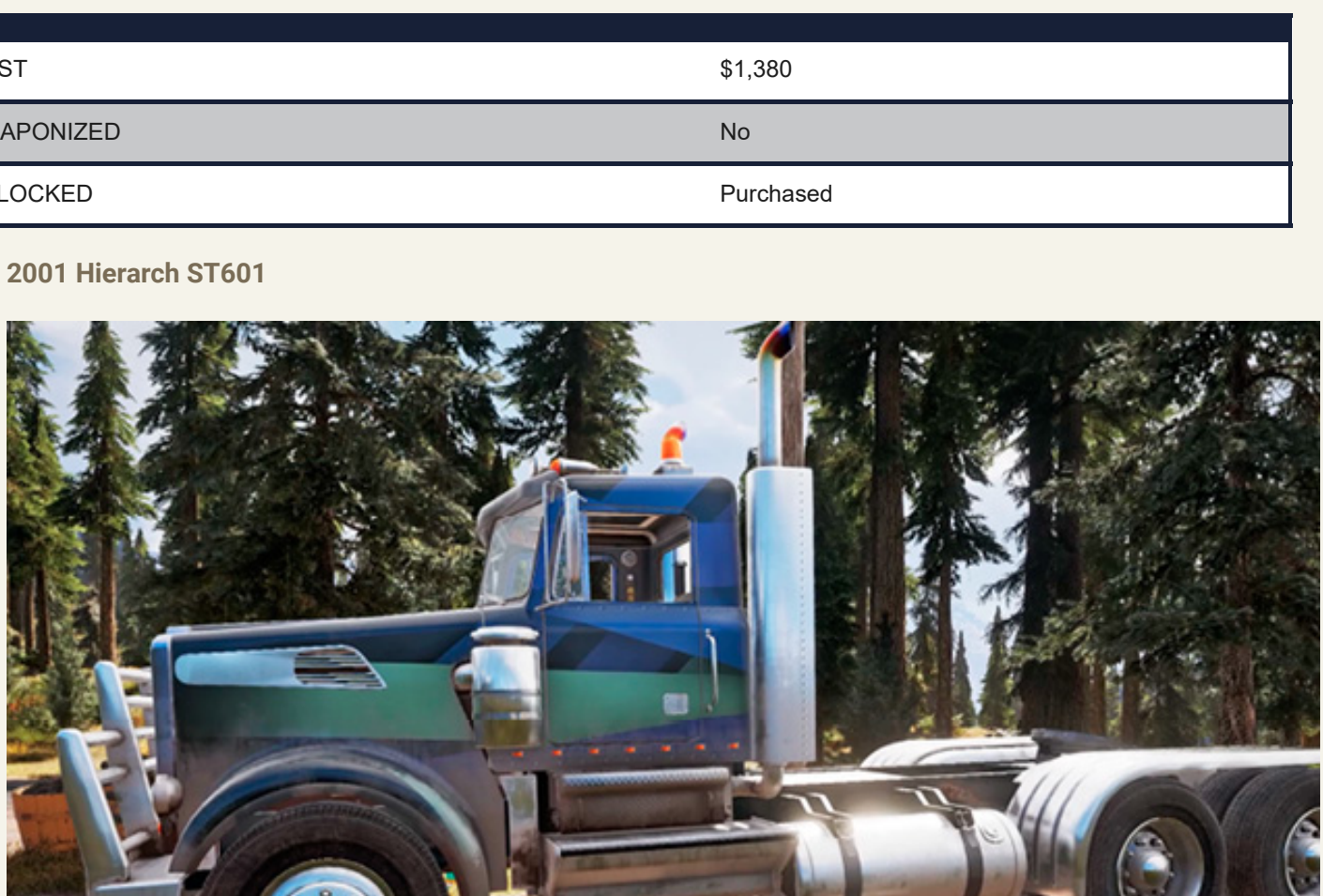
“The Reaper”

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by liberating **Kellett Cattle Co.** outpost in Holland Valley.

1998 Hierarch CT6500 FB

COST	$1,380
WEAPONIZED	No
UNLOCKED	Purchased

2001 Hierarch ST601



COST	$1,500
WEAPONIZED	No
UNLOCKED	Purchased

“The Widowmaker”

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing The Widowmaker mission in Holland Valley.

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Vehicles

Helicopters

Kaumbat H-158 Sky Scarab

COST	$0
WEAPONIZED	No
UNLOCKED	Earn this vehicle by liberating PIN-KO Radar Station in Whitetail Mountains.

Kaumbat H-04 Foxfly

COST	$2,680
WEAPONIZED	No
UNLOCKED	Purchased

Kaumbat R-31

COST	$7,200
WEAPONIZED	No
UNLOCKED	Purchased

Aerial Force Helicopter

COST	$0
WEAPONIZED	Yes
UNLOCKED	Start of Game

Kaumbat MH-158H DAP Sky Scarab

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

Kaumbat H-04B Foxfly

COST	$4,800
WEAPONIZED	Yes
UNLOCKED	Purchased

Kaumbat R-31 Air Buzzer

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

"Tulip"

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing the Eco-Warriors mission at Drubman's Marina in Henbane River.

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Vehicles
Aircraft

Some aircraft can be purchased at a boat shop or a hangar. These are marked with an asterisk next to their name. These can also land on water.

Kimberlite HP-18-160*

COST	$2,500
WEAPONIZED	No
UNLOCKED	Purchased

"The Clusterduck"*

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

"Carmina"*

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing the Air Raid mission in Holland Valley after securing Nick Rye as a Gun for Hire.

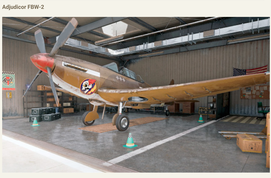
"Stars & Stripes"*

COST	$0
WEAPONIZED	Yes
UNLOCKED	Complete the Clutch Nixon stunt near the **Copperhead Rail Yard** in Holland Valley.

"The Wild Goose"*

COST	$7,200
WEAPONIZED	Yes
UNLOCKED	Purchased

Adjudicor FBW-2

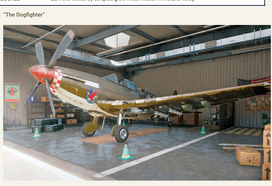


COST	$2,875
WEAPONIZED	No
UNLOCKED	Purchased

"Affirmation"

COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by completing the Wrath mission in Holland Valley.

"The Dogfighter"



COST	$0
WEAPONIZED	Yes
UNLOCKED	Earn this vehicle by getting in it at John Seed's Ranch during the Wrath mission.

"Pack Hunter"

COST	$0
WEAPONIZED	Yes
UNLOCKED	This vehicle is in the Hangar Palms **Prepper** Stash located at Lambsdowne Airstrip in Whitetail Mountains.

"Wildfire"

COST	$9,000
WEAPONIZED	Yes
UNLOCKED	Purchased

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Vehicles

Watercraft

Funaki J-170

COST	$1,000
WEAPONIZED	No
UNLOCKED	Purchased

Salacia RHIB-Z200

COST	$1,150
WEAPONIZED	No
UNLOCKED	Purchased

“Shining Sea”

COST	$0
WEAPONIZED	No
UNLOCKED	Earn this vehicle by completing the Clutch Nixon Quadzilla mission near PIN-KO Radar Station in Henbane River.

Salacia RHIB-Z800 (M60)

COST	$3,600
WEAPONIZED	Yes
UNLOCKED	Purchased

Salacia RHIB-Z80 (.50 CAL)

COST	$3,600
WEAPONIZED	Yes
UNLOCKED	Purchased

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Challenges
Assault

Assault **Challenges** revolve around killing enemies in various ways and with each weapon type. There are even **challenges** that require you to run enemies down with **vehicles**. While you may gravitate toward using certain favorite weapons, if you don't diversify, you won't get the full benefit of completing the **challenges**.

ASSAULT CHALLENGES

CHALLENGE	REQUIREMENT	PERK POINTS
Total Kills	100	3
Melee Kills	10	1
Handgun Kills	10	2
Shotgun Kills	10	2
SMG Kills	10	2
Assault Rifle Kills	40	2
Sniper Kills	10	2
LMG Kills	20	3
Arrow Kills	20	3
Flamethrower Kills	10	3
Grenade Launcher Kills	10	3
Rocket Launcher Kills	10	3
Grenade Kills	15	2
Dynamite Kills	15	2
Molotov Kills	8	2
Throwing Knife Kills	8	2
Remote Explosive Kills	3	2
Proximity Explosive Kills	3	2
Headshots	30	2
Hit & Run Kills	10	1
Airstrike Kills	8	2
Long-Range Kills	5	4
Saboteur Kills	3	3
Standard Takedown Kills	15	3
Death from Above Kills	4	3
Death from Below Kills	2	3
Chain Takedown Kills	5	3
Pistol Takedown Kills	5	2

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Challenges
World

This is the smallest challenge category and includes things you do during the game, like time spent playing co-op and rescuing civilians.

WORLD

CHALLENGE	REQUIREMENT	PERK POINTS
Civilians Rescued	3	2
Homeopathics Consumed	6	2
Wingsuit Distance (m)	2,000	2
Minutes Spent in Co-op	60	3

POTENTIAL FOR CHANGE

Since *Far Cry 5* is updated and continually evolves, the requirements and rewards in this section are subject to change.

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Challenges

Guns for Hire

Complete these **challenges** when your specialists and fighters gain kills.

GUNS FOR HIRE

CHALLENGE	REQUIREMENT	PERK POINTS
Boomer: Total Kills	10	3
Nick Rye: Kills from the Air	5	2
Grace: Sniper Kills	5	2
Cheeseburger: Total Kills	10	2
Jess Black: Total Kills	5	2
Hurk: Total Kills	5	2
Peaches: Total Kills	10	3
Adelaide: Total Kills	5	2
Sharky: Total Kills	5	2
Fighters: Total Kills	15	3

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Challenges
Hunting

Skinning various animals and catching different types of fish complete these **challenges**. For more information, please see the **Training** chapter.

HUNTING

CHALLENGE	REQUIREMENT	PERK POINTS
Deer Skinned	1	1
Pronghorns Skinned	1	1
Elks Skinned	2	2
Caribou Skinned	4	3
Bison Skinned	3	3
Moose Skinned	2	3
Hares Skinned	1	2
Boars Skinned	2	2
Skunks Skinned	3	2
Wolverines Skinned	3	2
Wolves Skinned	5	2
Cougars Skinned	4	3
Black Bears Skinned	2	2
Grizzly Bears Skinned	3	3
Turkeys Skinned	2	2
Eagles Skinned	3	3
Kokanees Caught	1	1
Arctic Graylings Caught	1	1
Golden Trout Caught	1	1
Rock Bass Caught	1	1
Smallmouths Caught	1	1
Largemouths Caught	1	1
Bull Trout Caught	1	1
Lake Trout Caught	1	1
Rainbow Trout Caught	1	1
Chinooks Caught	1	1
Pallid Sturgeons Caught	1	3
Paddlefish Caught	1	3

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Character Customization

Overview

Sure, you could flush out the Peggies wearing any old thing, but Far Cry 5 gives you a lot of options for customizing your outfit. Although your clothing choices don't affect gameplay, customizing your look is just plain fun.

You have a few choices at the start of the game. Most items you can purchase with cold, hard cash, while other items can only be unlocked by completing certain **missions**.

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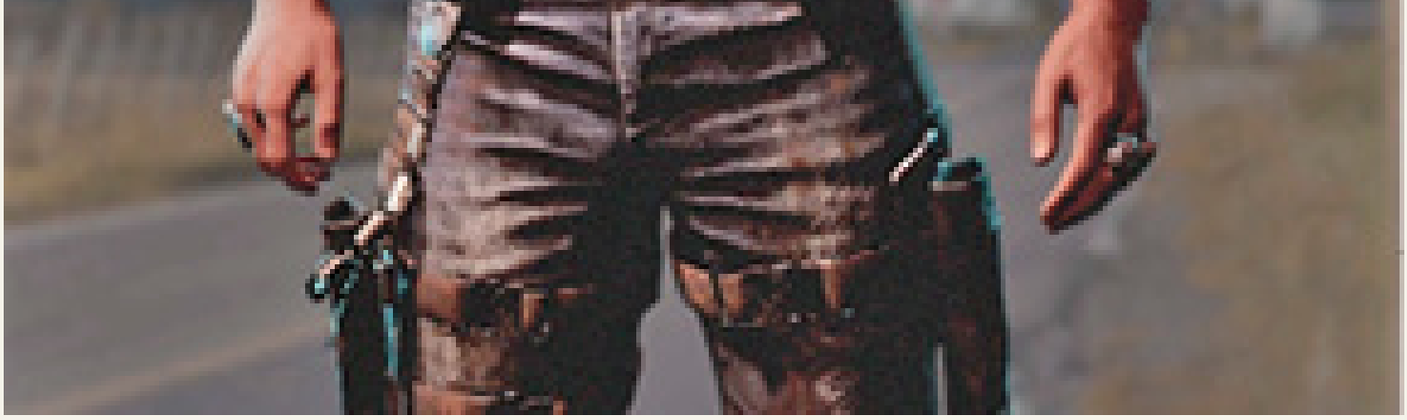
Character Customization

Outfits

While full outfits are unlocked altogether, you can mix and match the pieces once you have them. We've listed the full outfit price, along with the prices for each piece if purchased separately.

Chopper/Anarchist



Even though it won’t provide much protection against road rash, this outfit gives off the right attitude with a pair of blue jeans, a T-shirt, and a denim vest that’s seen better days.

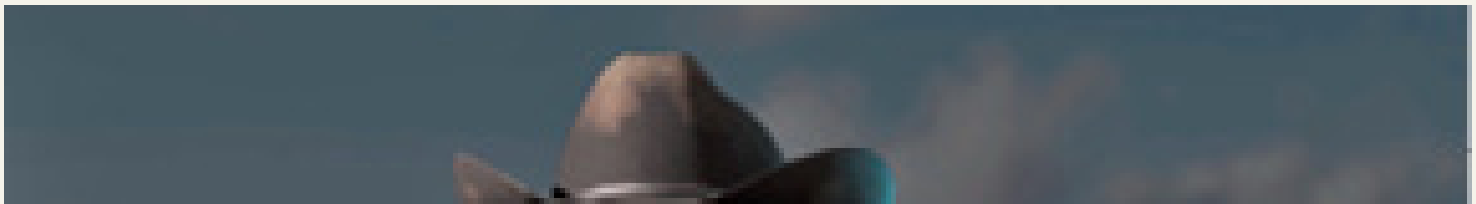
UPPER BODY	$3,600
LOWER BODY	$1,800
HEADWEAR	$1,800
HANDWEAR	$1,800
TOTAL OUTFIT	$9,000
UNLOCKED	Purchased

Bad Ass

A simple T-shirt and jeans is all a real badass no matter the situation.

TOTAL OUTFIT	$0
UNLOCKED	Earn this item by liberating **Lorna's Truck Stop** in the Henbane River region.

Rancher/Wrangler



Herding cattle can be cold, lonely work, and the button-down shirt, lined jacket, and cowboy hat not only keep you warm, but they also almost make you look respectable. Almost.

UPPER BODY	$2,000 / $1,800
LOWER BODY	$2,000 / $1,800
HEADWEAR	$1,750 / $900
HANDWEAR	$1,750 / $900
TOTAL COST	$7,500 / $5,400
UNLOCKED	Purchased

Cowhand

You can’t go wrong with flannel, and with a shirt like that, the hat is almost mandatory.

TOTAL COST	$0
UNLOCKED	Earn this outfit by liberating **Whitetail Park Ranger Station** in the Whitetail Mountains.

Survivalist/Doomsday

It may not be fashionable, but this outfit will prepare you for whatever the **world** throws at you: civil unrest, zombie apocalypse, or just a crazy cult taking over an otherwise peaceful little county.

UPPER BODY	$2,700
LOWER BODY	$2,700
HEADWEAR	$900
HANDWEAR	$900
TOTAL COST	$7,200
UNLOCKED	Purchased

Essentials

Sometimes all you need are the basics. This simple cargo shorts/shirt combo comes complete with a backpack to carry around the necessities of life.

TOTAL COST	$0
UNLOCKED	Earn this item by liberating the **F.A.N.G. Center** in the Whitetail Mountains.

Field Camo/Trapper

The deer, or anything else for that matter, will never see you coming.

UPPER BODY	$2,700
LOWER BODY	$2,700
HEADWEAR	$900
HANDWEAR	$900
TOTAL COST	$7,200
UNLOCKED	Purchased

Deer Season

Snazzy camo pattern AND a clever slogan?! Does it get any better?

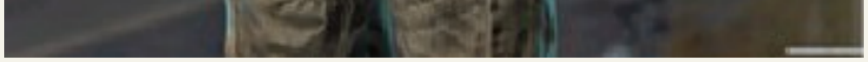
TOTAL COST	$0
UNLOCKED	Earn this item by completing the Swingers **Prepper** Stash in Holland Valley.

Aviator/Mayday

With shades and a classic bomber jacket, this outfit lets everyone know you're ready to take to the skies.

UPPER BODY	$1,800
LOWER BODY	$1,800
HEADWEAR	$900
TOTAL COST	$4,500
UNLOCKED	Purchased

Flight Crew



With this simple and comfortable outfit, you're ready for whatever the flight brings.

TOTAL COST	$0
UNLOCKED	This item is hidden in the Overwatch **Prepper** Stash near Raptor Peak in the Henbane River region.

Getaway/Viper

Character Customization

Upper Body

Vaas Stencil

Who knew the former drug trafficker and slaver was into merchandising?

TOTAL COST	$1,800
UNLOCKED	Purchased

Antler Graphic

Antlers. For your shirt.

TOTAL COST	$1,800
UNLOCKED	Purchased

Unicorn

Fantastic and pink, like a unicorn shirt should be.

TOTAL COST	$1,800
UNLOCKED	Purchased

For HonorTM

For when you feel like hacking and slashing.

TOTAL COST	$1,800
UNLOCKED	Purchased

RabbidsTM

Ummm…yeah…

TOTAL COST	$1,800
UNLOCKED	Purchased

PrimalTM

Positively prehistoric.

TOTAL COST	$1,800
UNLOCKED	Purchased

Beyond Good and EvilTM

How can you NOT want a Space Monkey Program shirt?

TOTAL COST	$1,800
UNLOCKED	Purchased

Watch DogsTM

Show your love for Watch Dogs 2.

TOTAL COST	$1,800
UNLOCKED	Purchased

Rainbow 6TM

For all the Tom Clancy fans.

TOTAL COST	$1,800
UNLOCKED	Purchased

Assassin's Creed OriginsTM

Just because you're too busy taking out Peggies to game these days doesn't mean you can't be a fan.

TOTAL COST	$1,800
UNLOCKED	Purchased

Boomer T-Shirt

Who's a good boy?

TOTAL COST	$0
UNLOCKED	Start of Game

Cheeseburger T-Shirt

This shirt gives YOU the right to bear arms.

TOTAL COST	$0
UNLOCKED	Complete the Mint Condition mission in Whitetail Mountains.

Testicle Festival

Show everyone your love for prairie oysters.

TOTAL COST	$0
UNLOCKED	Earn this by completing the Prairie Oyster Harvest mission in Holland Valley.

Rye & Daughter

Show your love for Nick's pride and joy with this "corrected" shirt.

TOTAL COST	$0
UNLOCKED	Earn this by completing the Special Delivery mission in Holland Valley.

Cougars T-Shirt

Show your support for the local team!

TOTAL COST	$0
UNLOCKED	Earn this by completing the Grand Slam mission in Whitetail Mountains.

TOTAL COST	$0
UNLOCKED	Go to the Ubisoft Club application.

Red Flannel Button-Up

A bold flannel for when you need to make a statement, but also stay protected from the cold.

TOTAL COST	$0
UNLOCKED	Start of Game, Female Only

Brown Flannel Button-Up

Cozy, for those cold Hope County mornings.

TOTAL COST	$0
UNLOCKED	Start of Game, Male Only

Plaid Button-Up

Purple isn’t great for camouflage but it sure looks good.

TOTAL COST	$0
UNLOCKED	Start of Game, Female Only

Checkered Button-Up

Similar to the other button-up shirts, but with, you know, a checkered pattern.

TOTAL COST	$0
UNLOCKED	Start of Game

Denim Button-Up

Denim shirts, the epitome of style and function.

TOTAL COST	$0
UNLOCKED	Start of Game, Female Only

Blue Flannel Button-Up

Warm and cozy, for when you're out **hunting** Peggies.

TOTAL COST	$0
UNLOCKED	Start of Game, Male Only

Mauve Checkered Button-Up

It’s not pink; it’s mauve.

TOTAL COST	$0
UNLOCKED	Start of Game, Male Only

Purple Tank Top

Show off your biceps in this purple tank.

TOTAL COST	$0
UNLOCKED	Start of Game, Female Only

Brown Sleeveless

Sun’s out; gun’s out.

TOTAL COST	$0
UNLOCKED	Start of Game, Male Only

Camo Tank Top

This tank looks so good, it’s a shame its camouflage.

TOTAL COST	$0
UNLOCKED	Start of Game, Female Only

Blue Sleeveless

Did you get your tickets? You know, for the gun show.

TOTAL COST	$0
UNLOCKED	Start of Game, Male Only

Yellow Tank Top

Perfect for working on your truck.

TOTAL COST	$0
UNLOCKED	Start of Game, Female Only

Graphic Sleeveless

Did you bring your umbrella? ’Cause these pipes are about to burst!

TOTAL COST	$0
UNLOCKED	Start of Game, Male Only

5.11 Thunderbolt

This cool weather shirt keeps you styling when facing the Peggies.

TOTAL COST	$0
UNLOCKED	Start of Game

5.11 Thunderbolt Rolled Sleeves

Sometimes, you just need to roll up your sleeves and get to work.

TOTAL COST	$0
UNLOCKED	Start of Game

Old Glory Sleeveless

'Murica.

TOTAL COST	$0
UNLOCKED	Start of Game

5.11 Sabre Jacket

For when you want to keep your Second Amendment rights on the down low.

TOTAL COST	$200
UNLOCKED	Purchased.

5.11 Sierra Jacket

Keeps you, and your piece, nice a dry.

TOTAL COST	$200
UNLOCKED	Purchased.

5.11 Stryke Shirt

Tactical shirt with plenty of pockets.

TOTAL COST	$200
UNLOCKED	Purchased.

5.11 Sidewinder Shirt

Casual styling and intelligent utility.

TOTAL COST	$200
UNLOCKED	Purchased.

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Character Customization

Lower Body

Camo Cargos

For when you want your legs to blend in.

TOTAL COST	$0
UNLOCKED	Start of Game

Light Cargos

Goes with anything.

TOTAL COST	$0
UNLOCKED	Start of Game

Brown Cargos

You can never really have enough cargo pants.

TOTAL COST	$0
UNLOCKED	Start of Game

Green Cargos

Why not?

TOTAL COST	$0
UNLOCKED	Start of Game

Larry Parker's Pants

Best choice for **hunting** alien artifacts, slightly crispy.

TOTAL COST	$0
UNLOCKED	Earn this by completing the Out of This **World** mission.

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Character Customization

Headwear

Trucker Cap

Character Customization

Handwear

Gloves

Achievements and Trophies

Overview

The following table lists all of the achievements found in *Far Cry 5*, along with tips for getting some of the harder-to-earn achievements.

ACHIEVEMENT	DESCRIPTION	XBOX	PLAYSTATION	TROPHY TYPE	UBI CLUB ACTIONS	UBI CLUB XP
A Wing and a Prayer	Fly Nick's plane. Hopefully you're not afraid of heights (solo campaign only).	20	15	Bronze	—	—
Ace Killer	Destroy 10 planes while driving any aerial vehicle (campaign only). Once you raise the Resistance Level, you encounter planes in every region. Make sure you are armed for a dogfight!	10	15	Bronze	—	—
Ain't No Wallflower	Who are these people? Speak to 50 citizens of Hope County (campaign only).	20	15	Bronze	—	—
ARCADE Competitor	Win 10 featured maps in multiplayer (Arcade only).	10	15	Bronze	—	—
ARCADE Enthusiast	Successfully complete 10 featured Arcade maps in solo or co-op (Arcade only).	20	15	Bronze	10	150
ARCADE Hero	Play the "Arcade Hero" mode 5 times (Arcade only).	15	15	Bronze	—	—
ARCADE Hunter	Kill 100 enemies in Arcade multiplayer maps (Arcade only).	15	15	Bronze	—	200
ARCADE Player	Reach Level 20 in the arcade (Arcade only).	40	30	Silver	20	300
Been There, Done That	Complete all **Hunting** & **Fishing challenges** (campaign only). See our Challenge section of the Appendices for a complete list.	15	15	Bronze	—	—

Big Spender	Spend $50,000 in vehicle shops (campaign only).	10	15	Bronze	—	—
Blissful	Save the marshal from the Bliss (solo campaign only).	50	30	Silver	—	300
Close and Personal	Perform 25 close-**combat** takedown kills (campaign only). Sneaky Sprint, Takedown Mastery, and Ghost are helpful **perks** for earning this.	20	30	Silver	—	300
Death from Above	Drop a bomb from a plane and destroy or disable 4 **vehicles** at once (campaign only). Attack a cult outpost and allow them to summon reinforcements. Once they arrive, bombs away!	15	15	Bronze	—	—
Explosive Surprise	Kill 5 enemies with sabotaged **vehicles** (campaign only). Take the Saboteur and Booby Trap **perks** to get the skills you need to earn this achievement.	20	30	Silver	—	300
Extra Crafty	Craft 25 recipes (campaign only).	20	15	Bronze	—	—
Fashion First	Purchase $1,000 in clothing (campaign only).	15	15	Bronze	—	—
Fertilizing the Land	Using a tractor, obliterate 5 enemies (campaign only). Find the Reaper tractor near farms, or unlock it by liberating **Kellett Cattle Co.** outpost in Holland Valley. Once you have the Reaper, run your enemies down.	10	15	Bronze	—	—
Fish Market	Sell 20 fish for cash (campaign only).	10	15	Bronze	—	200
Ghost Kill	Perform a headshot kill with any bow or rifle on any cultist more than 150 m away (campaign only).	10	15	Bronze	—	—
Hitting It Off	Play 3 quests with a friend (campaign only).	10	15	Bronze	20	150
Hope County Master Angler	Acquire all 4 **Fishing** Rods (campaign only). Fish at all the Hard **fishing locations** and finish all of Skylar's **missions**. Taking the Fisher King perk is very helpful in completing this task.	30	30	Silver	10	300
Ignoble Beasts	Kill a bison using only **melee weapons** (campaign only). Soften up the beast with a few bullets first, as they are extremely tough.	10	15	Bronze	—	—

Kicking the Hornet's Nest	Trigger the wrath of a herald (solo Campaign only).	20	15		Bronze	20	200
Liberator	Liberate 5 **locations** from the Project at Eden's Gate (campaign only). The walkthrough gives you the info you need to liberate these **cult outposts**.	10	15		Bronze	—	—
Like a Bird	Use a wingsuit to travel more than 5,000 m (campaign only). Pick up the Parachute and Wingsuit **perks**, then Fast-Travel to **locations** and fly around using the wingsuit to cover a lot of ground.	10	15		Bronze	—	—
Locked and Loaded	Buy all attachments for one weapon (campaign only).	10	15		Bronze	—	—
Only You	Successfully complete the first trial (solo campaign only).	50	30		Silver	—	300
Opportunity Knocks	Using rocks or cans, distract 15 enemies (campaign only).	10	15		Bronze	—	—
Pack Rat	Grab 1 of each collectible item. You never know when it will come in handy (solo campaign only).	20	30		Silver	10	300
Peachy Keen	Bait Peaches into going back home (solo campaign only).	10	15		Bronze	—	—
Road Gunner	While driving or leaning out of a vehicle, kill 25 enemies (campaign only).	15	15		Bronze	—	—
Saving Deputy Hudson	Save Deputy Hudson (solo campaign only).	50	90		Gold	10	500
Saving Deputy Pratt	Save Deputy Pratt (solo campaign only).	10	15		Bronze	—	—
Saving Sheriff Whitehorse	Acquire all 4 **Fishing** Rods (campaign only).	15	15		Bronze	—	—
Scavenger	Follow the clues to the end of 3 treasure hunts (solo campaign only).	10	15		Bronze	—	—
Science Fact	Put aside skepticism and help Larry (solo campaign only).	20	15		Bronze	—	200
Sewer Rat	Destroy a cult water treatment pump and make them thirst for revenge (solo campaign only).	15	15		Bronze	—	—
Special Delivery	Ensure a baby's safe passage into this **world** (solo campaign only).	10	15		Bronze	—	200

Squash and Run	Run over and kill 20 enemies (campaign only). While this is possible with almost any vehicle, it's the most fun with the Widowmaker!	10	15	Bronze	—	—
Stocked Garage	Buy 3 **vehicles** to populate your garage (campaign only).	20	15	Bronze	—	—
Survivalist	Purchase half of all **perks** available (campaign only).	20	30	Silver	—	300
The Greatest SOB That Ever Lived	Laugh in danger's face by executing a Clutch Nixon stunt in each region (solo campaign only).	15	15	Bronze	—	—
The Hurk Locker	Truly bond with Hurk by destroying 15 **vehicles** together (campaign only). Be sure to target **vehicles** using Hurk to earn this.	10	15	Bronze	—	—
The Spark	Complete the game intro by liberating Dutch's Island (solo campaign only).	20	15	Bronze	10	200
Together Forever	Get to the end (solo campaign only).	100	90	Gold	30	1,000
Troublemaker	Discover the joys of destroying cult property in every region (solo campaign only).	20	30	Silver	—	300
Walk the Path	Discover the Bliss (solo campaign only).	20	15	Bronze	—	—
We Always Had Faith in You	Obtain all the trophies.	—	—	Platinum	—	—
What Now?	Complete 3 side **missions** in Hope County (solo campaign only).	20	15	Bronze	—	—
Where's the Beef?	Tenderize a bull with your bare hands. To death (campaign only). Be sure to wear armor and strafe around the bull as much as possible while pummeling it.	15	15	Bronze	—	—
You Are Wrath	Be deemed the Sin of Wrath (solo campaign only).	50	30	Silver	10	300

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Videos

The Bad Seeds: Know Your Enemy

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Videos

Prepping for the End Times

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Cult Outpost Infiltrations

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Videos

Hope County Heroes: Play Styles and Loadouts

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